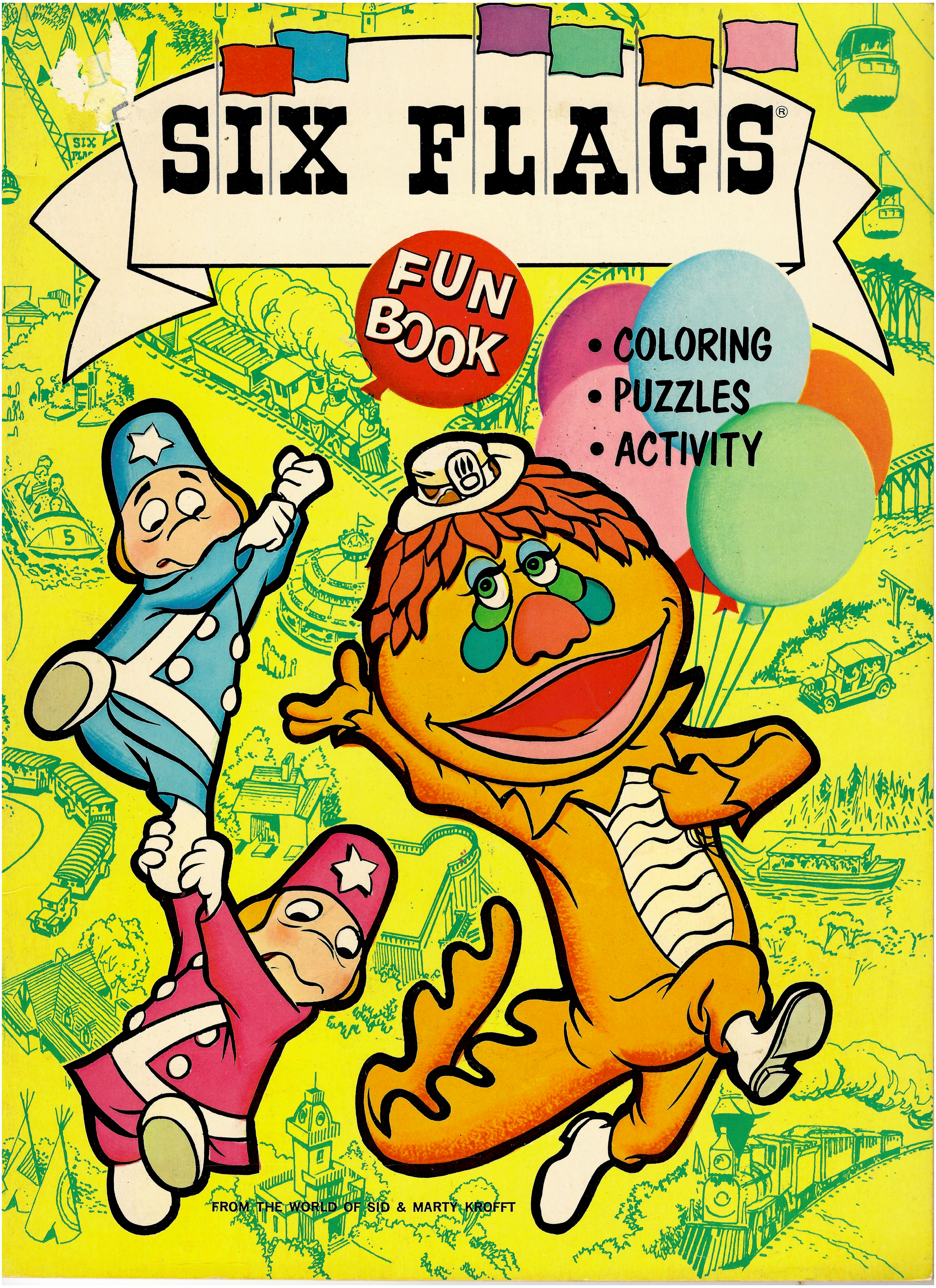

SIX FLAGS®
FUN BOOK
• COLORING
• PUZZLES
• ACTIVITY
FROM THE WORLD OF SID & MARTY KROFFT

SIX FLAGS®

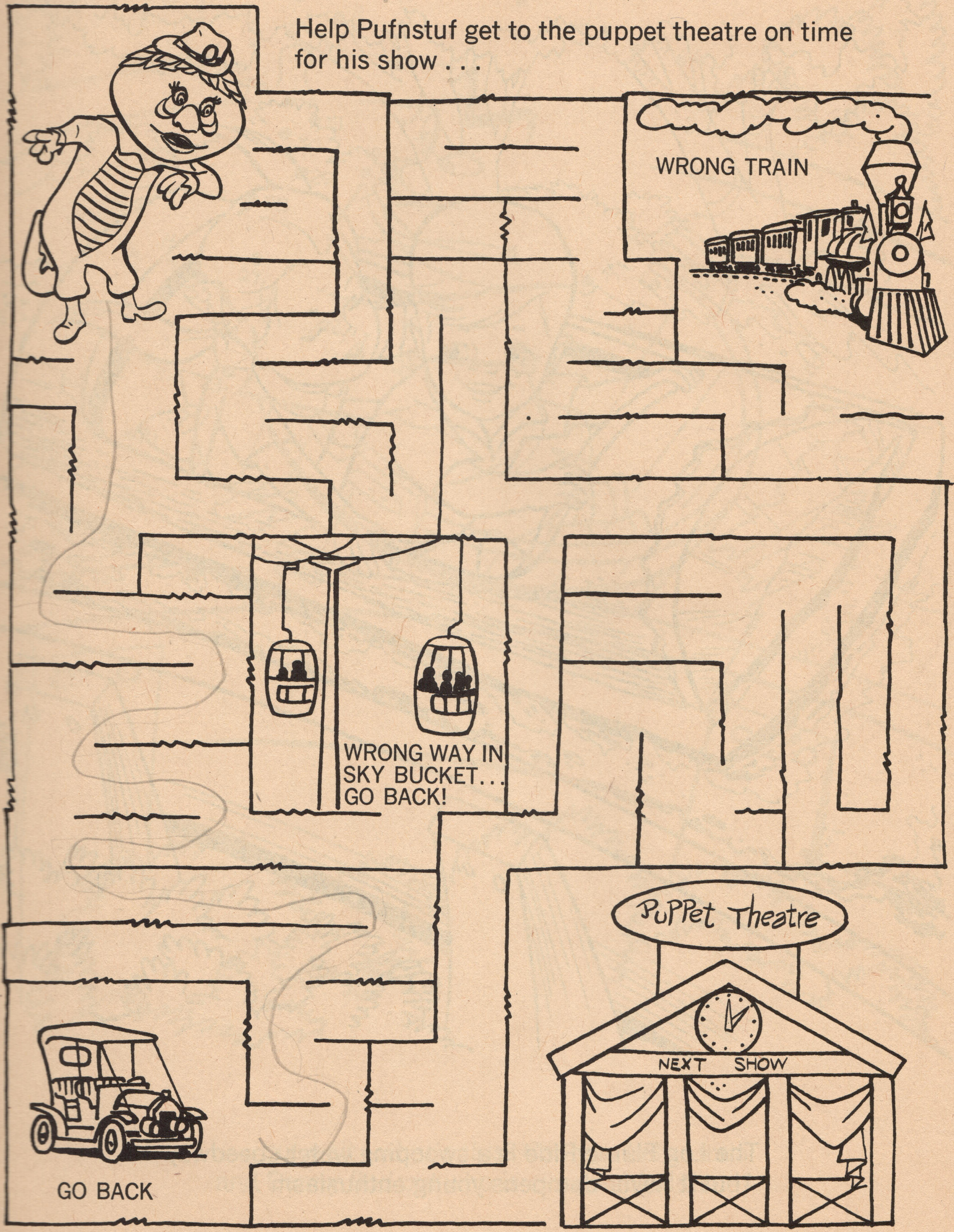
FUN BOOK

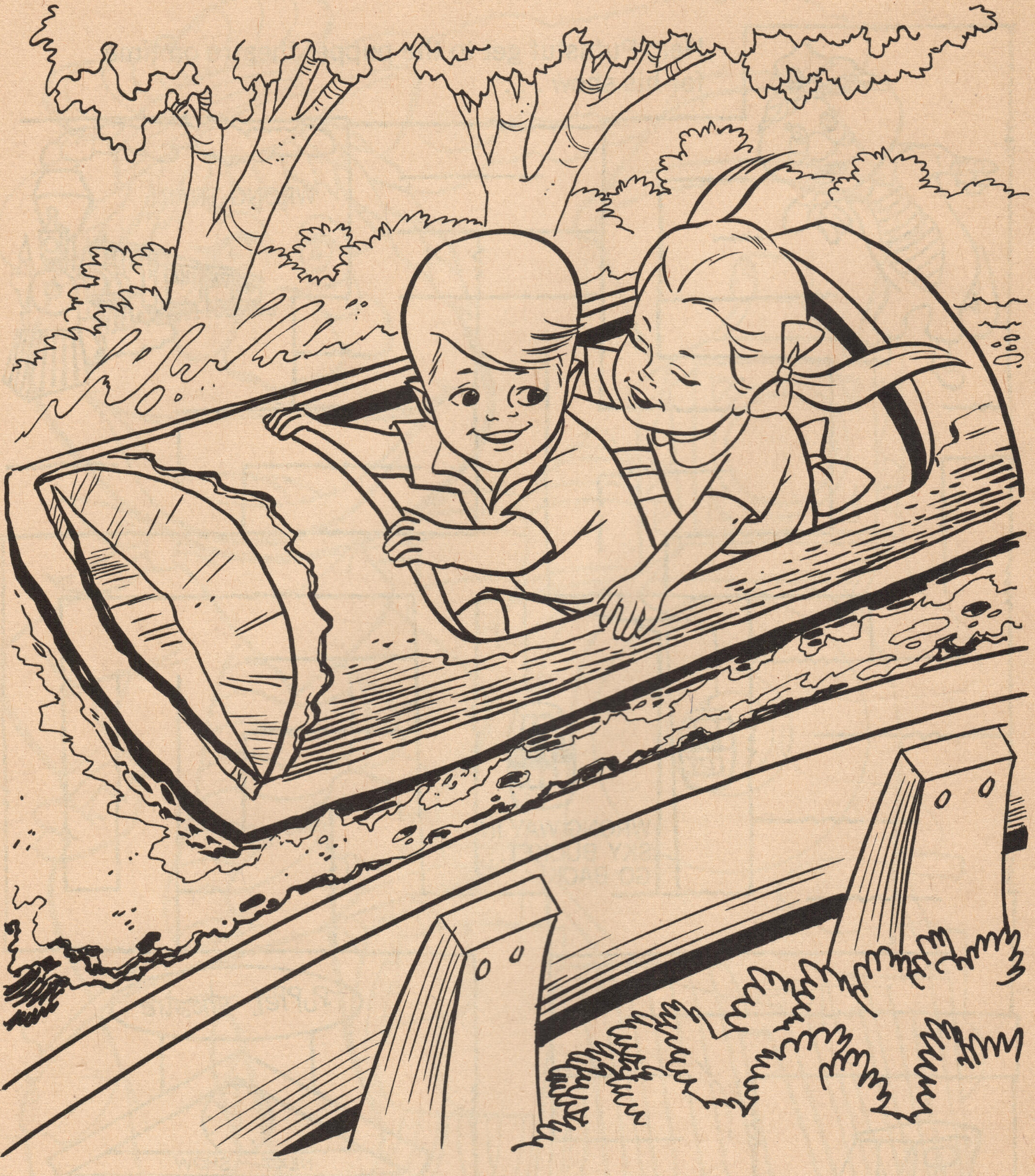
- COLORING
- PUZZLES
- ACTIVITY

© Sid & Marty Krofft Productions, Inc.—1973

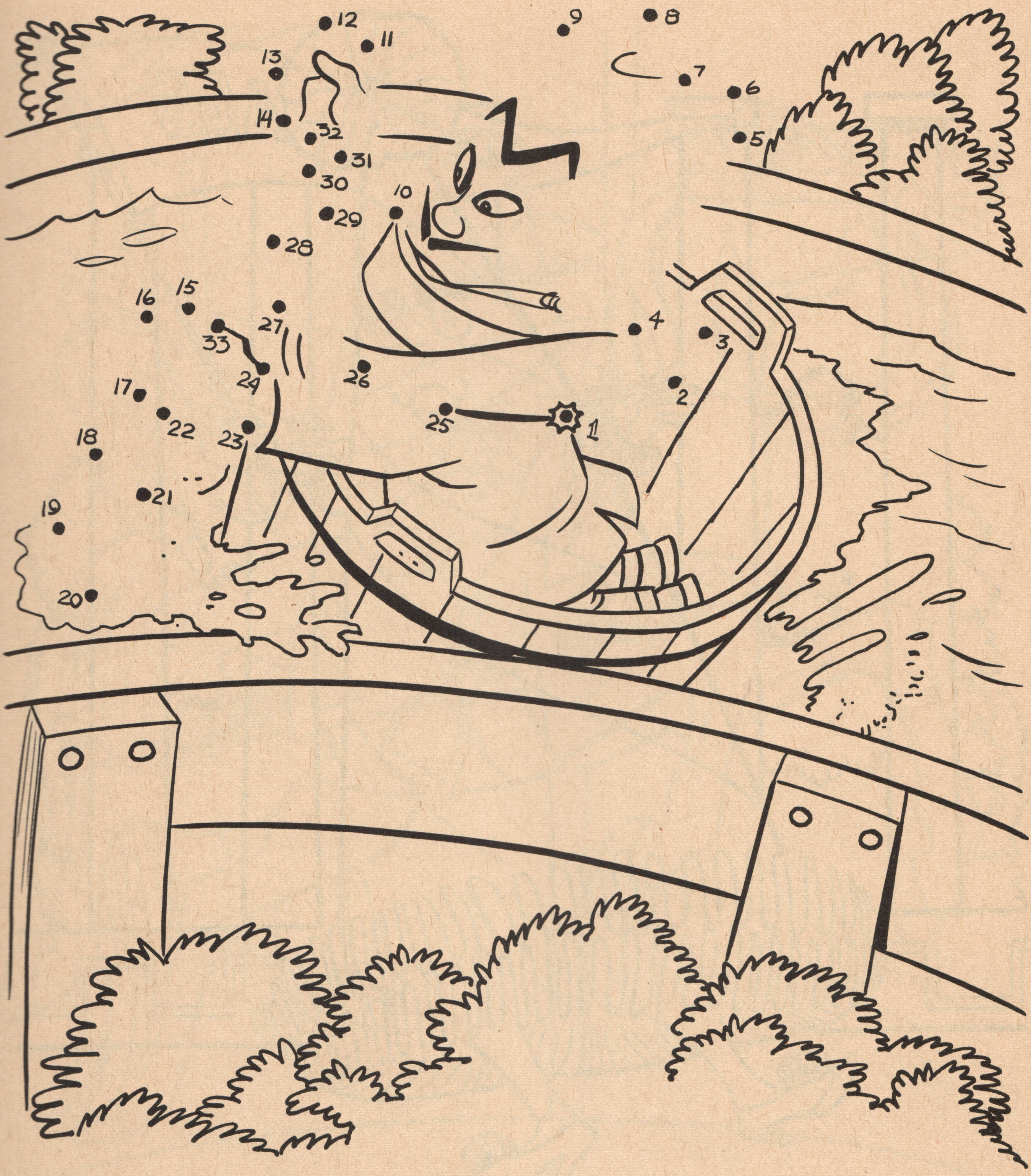
All aboard for a ride on the "Six Flags Railroad."

Help Pufnstuf get to the puppet theatre on time for his show . . .

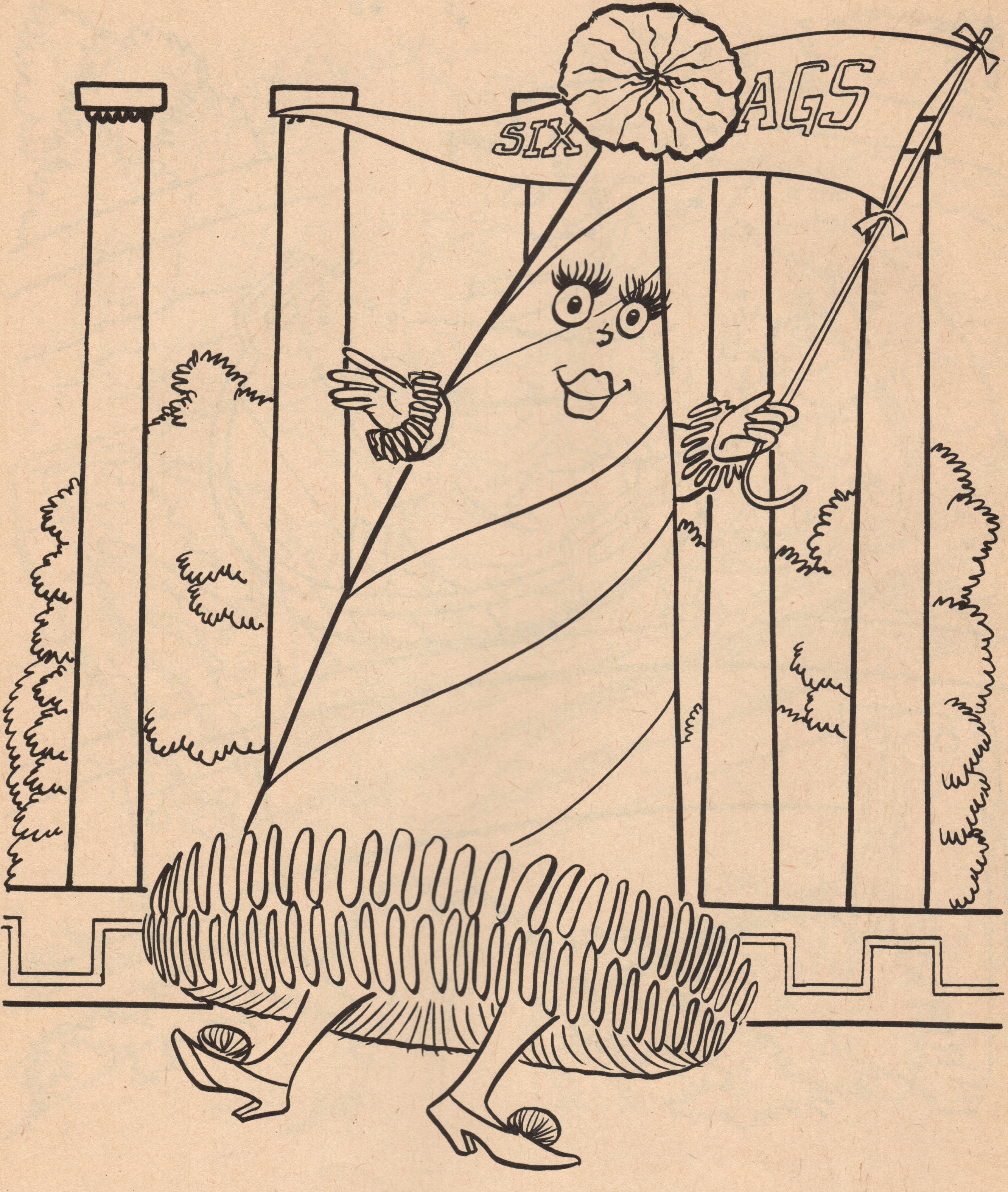




The Log Flume Ride is a swooping water speedway
–but it never dampens young enthusiasm . . .

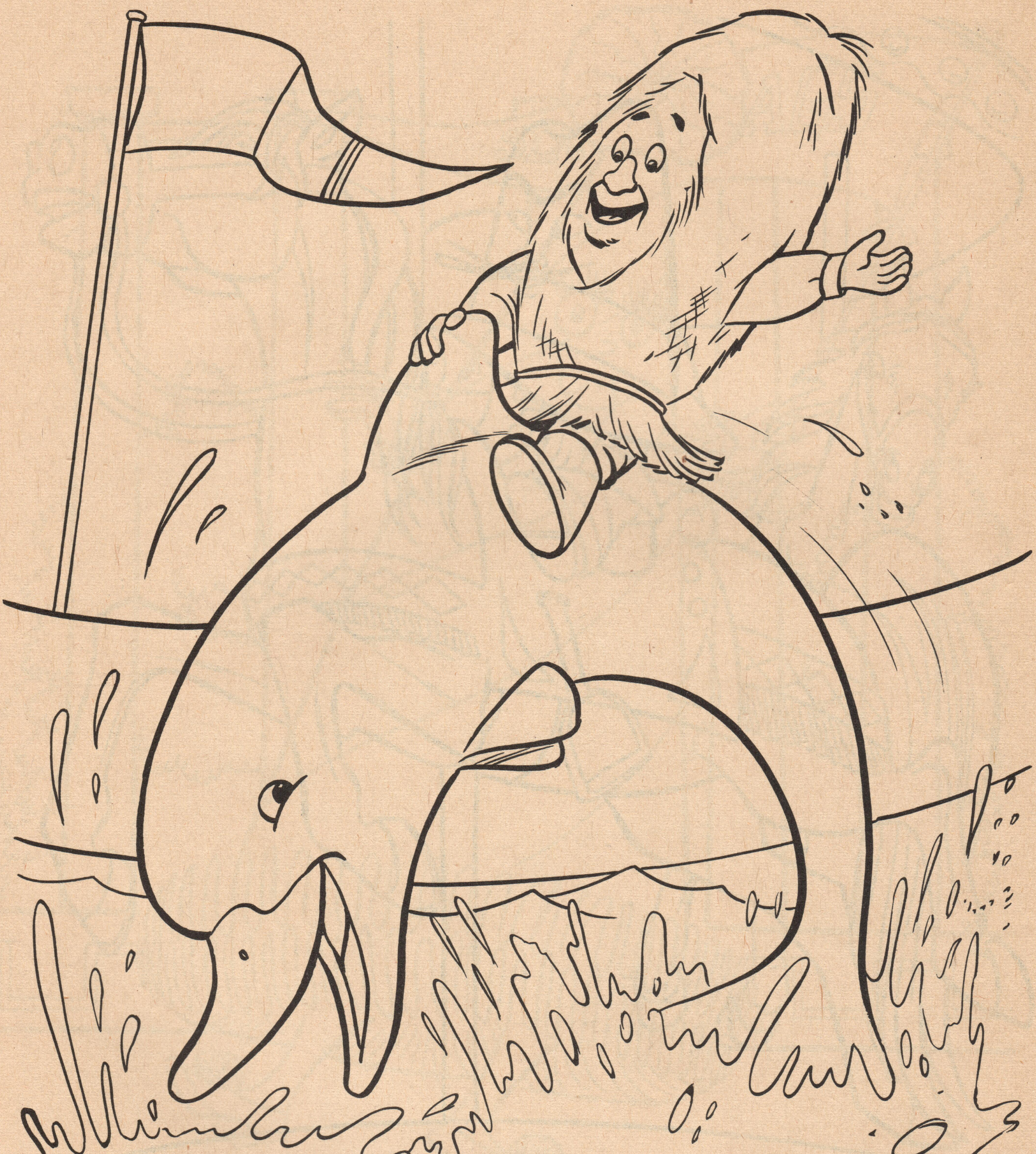


. . . but wait—what's this? Can you help Linda and Danny find out who is close behind them?



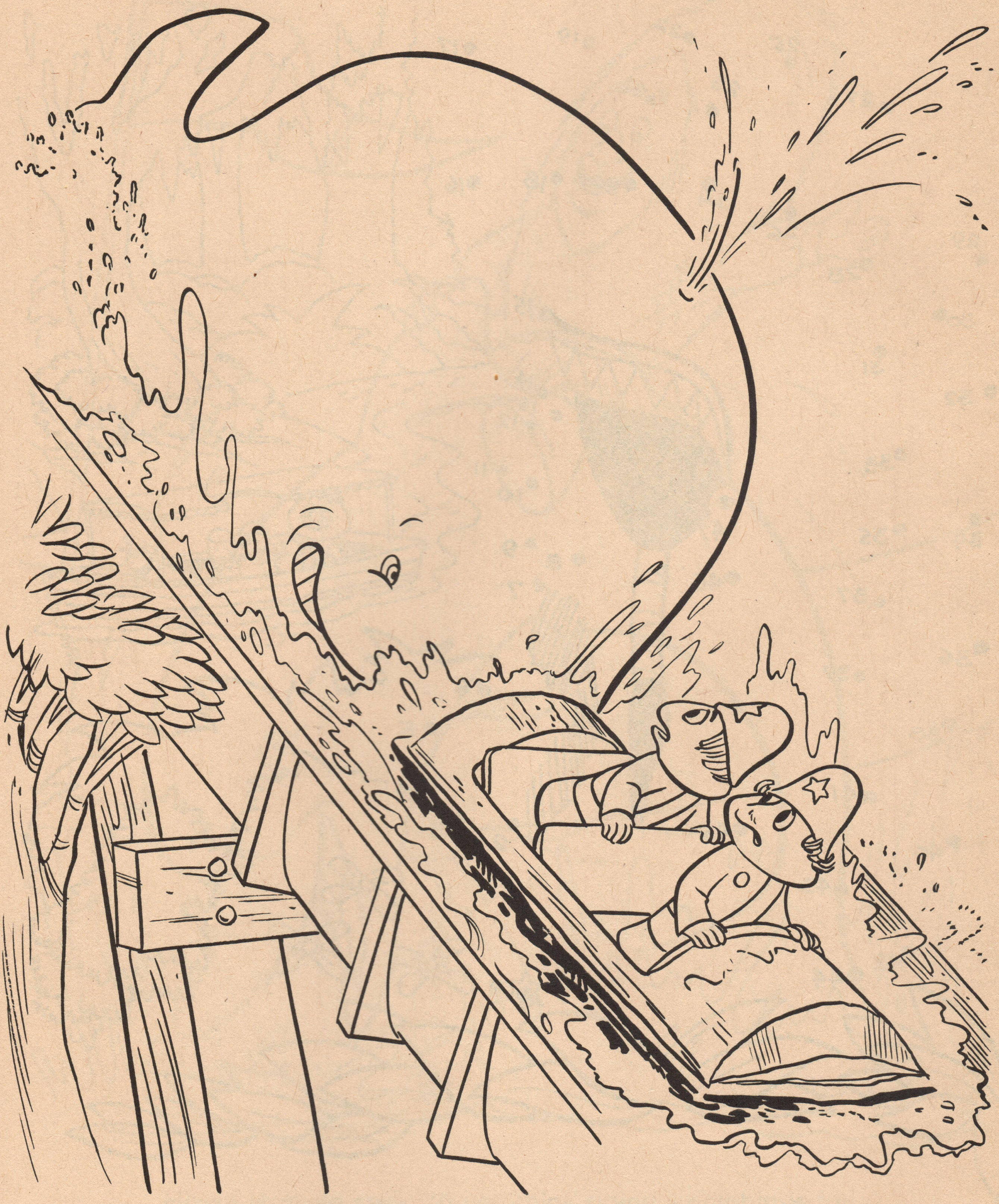
Mrs. Ring-A-Ding just adores SIX FLAGS, because she thinks it's like one big party—all for her.

Mr. Big will never "go straight" on the Carousel
—but he's not likely to catch anyone, either.

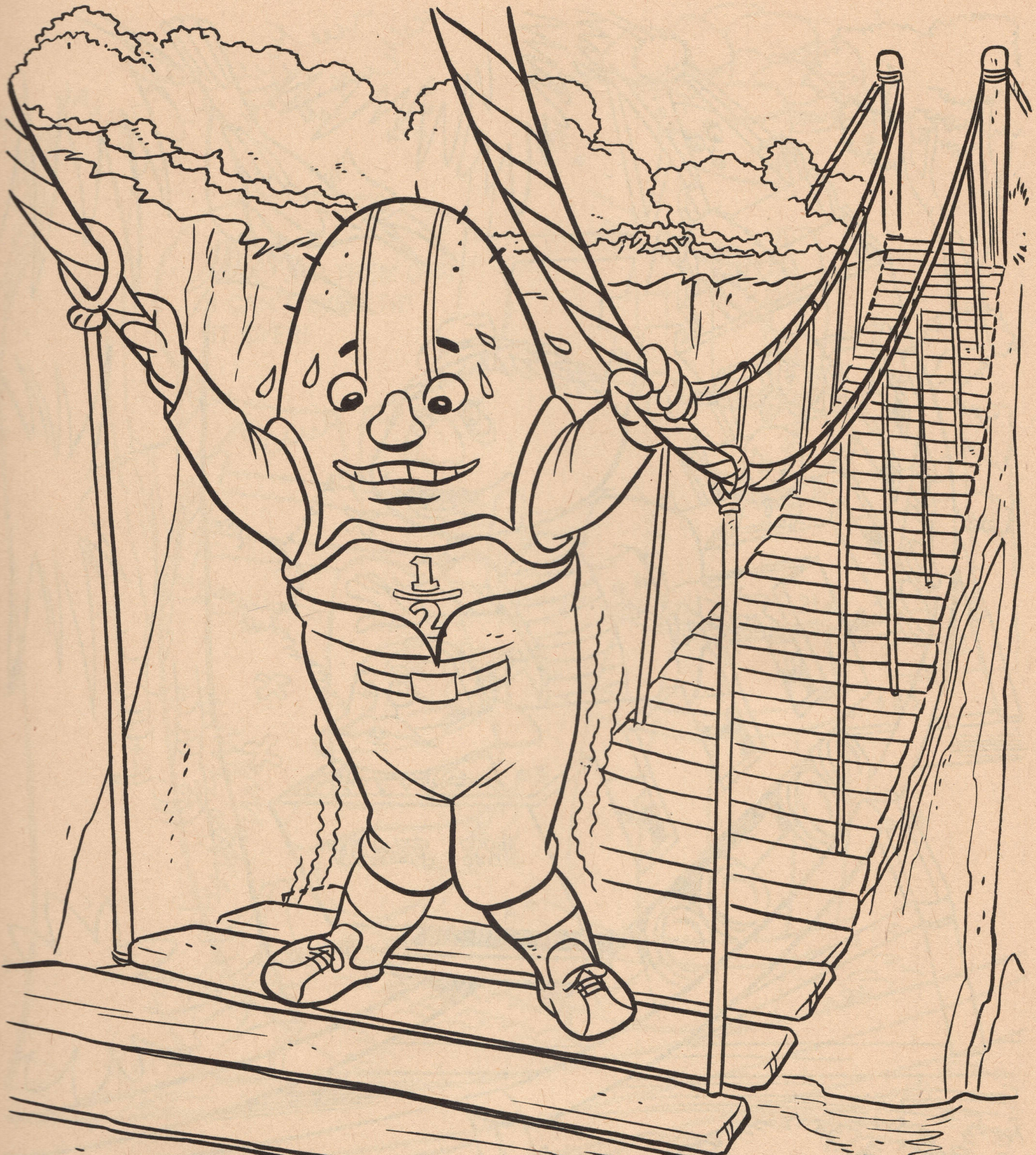


Hiram Hatfield says, ''If you think riding a dolphin is fun, you're all wet—in a few seconds, that is.''

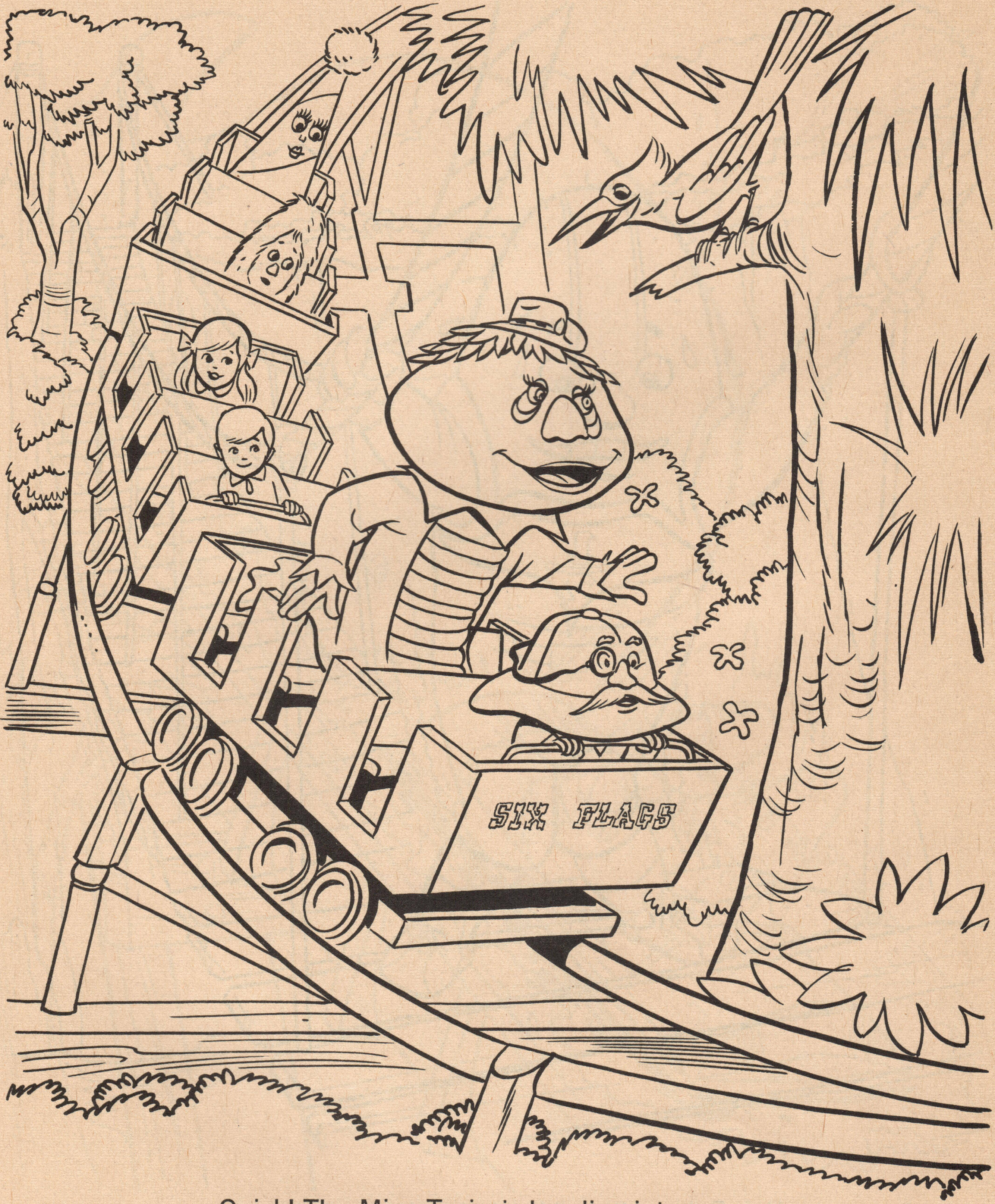
You can see who's staring out of the shadows,
by connecting the dots.



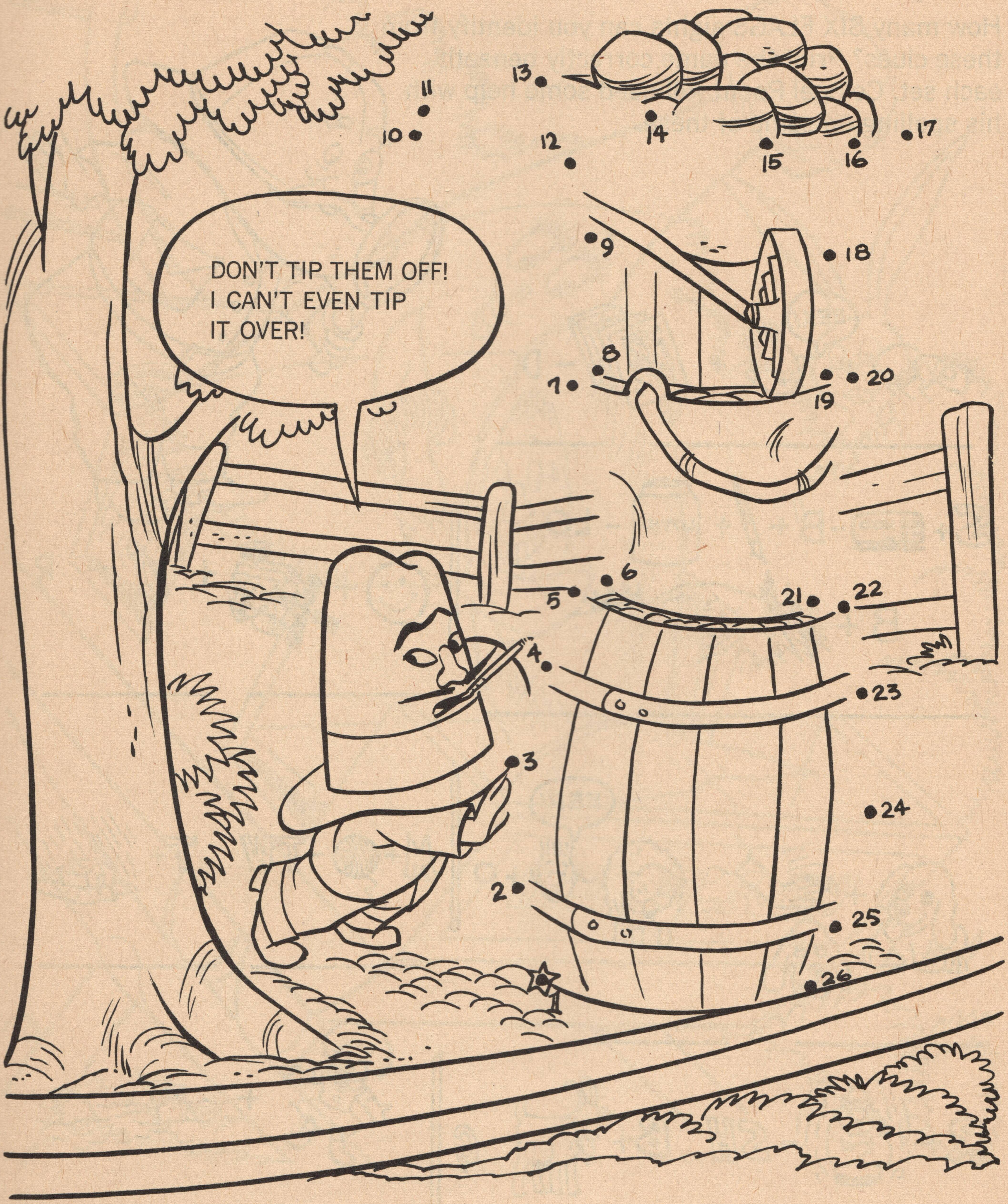
Don't be alarmed. Between the two of them,
Cling and Clang have a whale of an imagination.



Rah Rah can't decide what is doing all the
shaking—the Suspension Bridge or his knees.

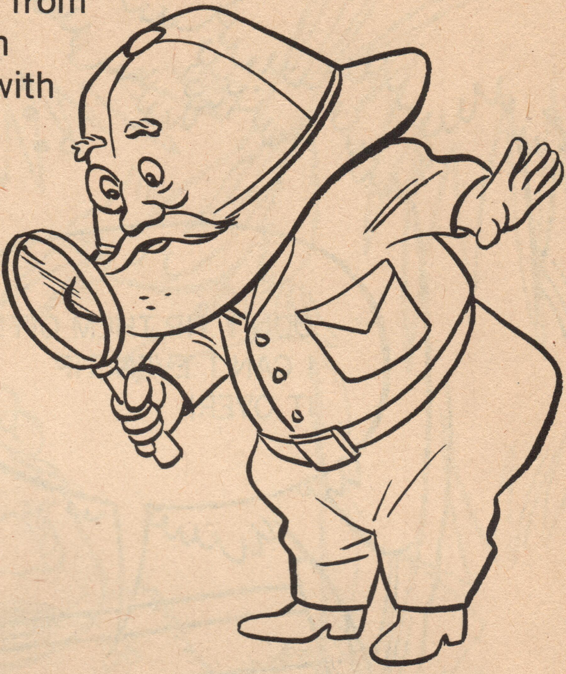


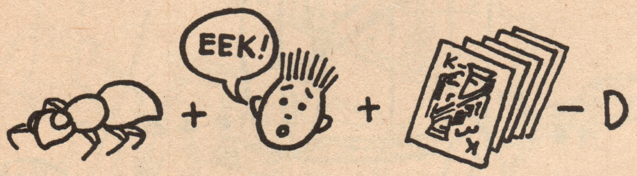
Quick! The Mine Train is heading into an ambush! Connect the dots on the next page.

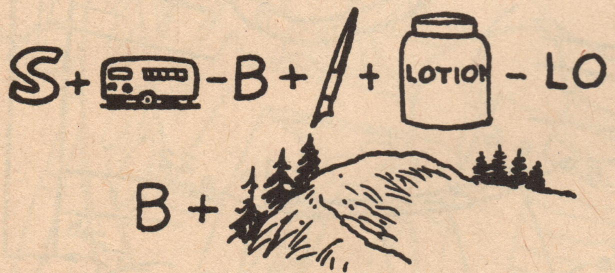


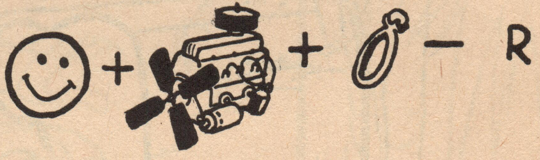
At least, then Colonel Poom and the others won't be quite as surprised.

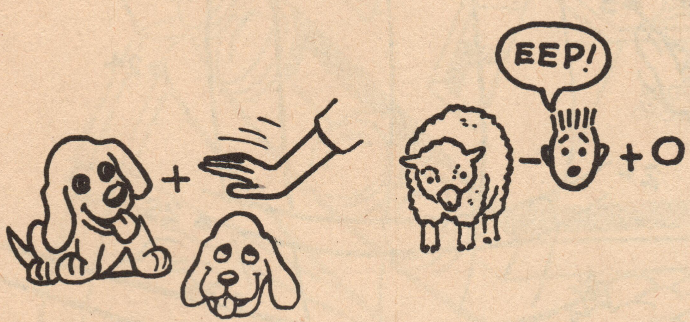
How many SIX FLAGS sights can you identify from these clues? Print the name correctly beneath each set. Colonel Poom will need some help with his spelling on some of these.

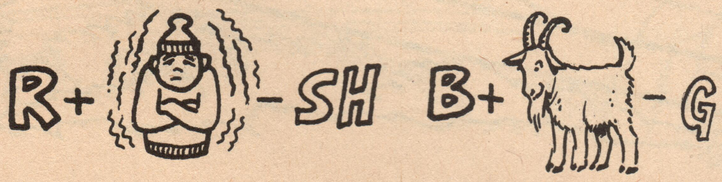


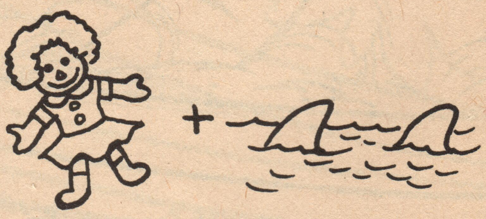




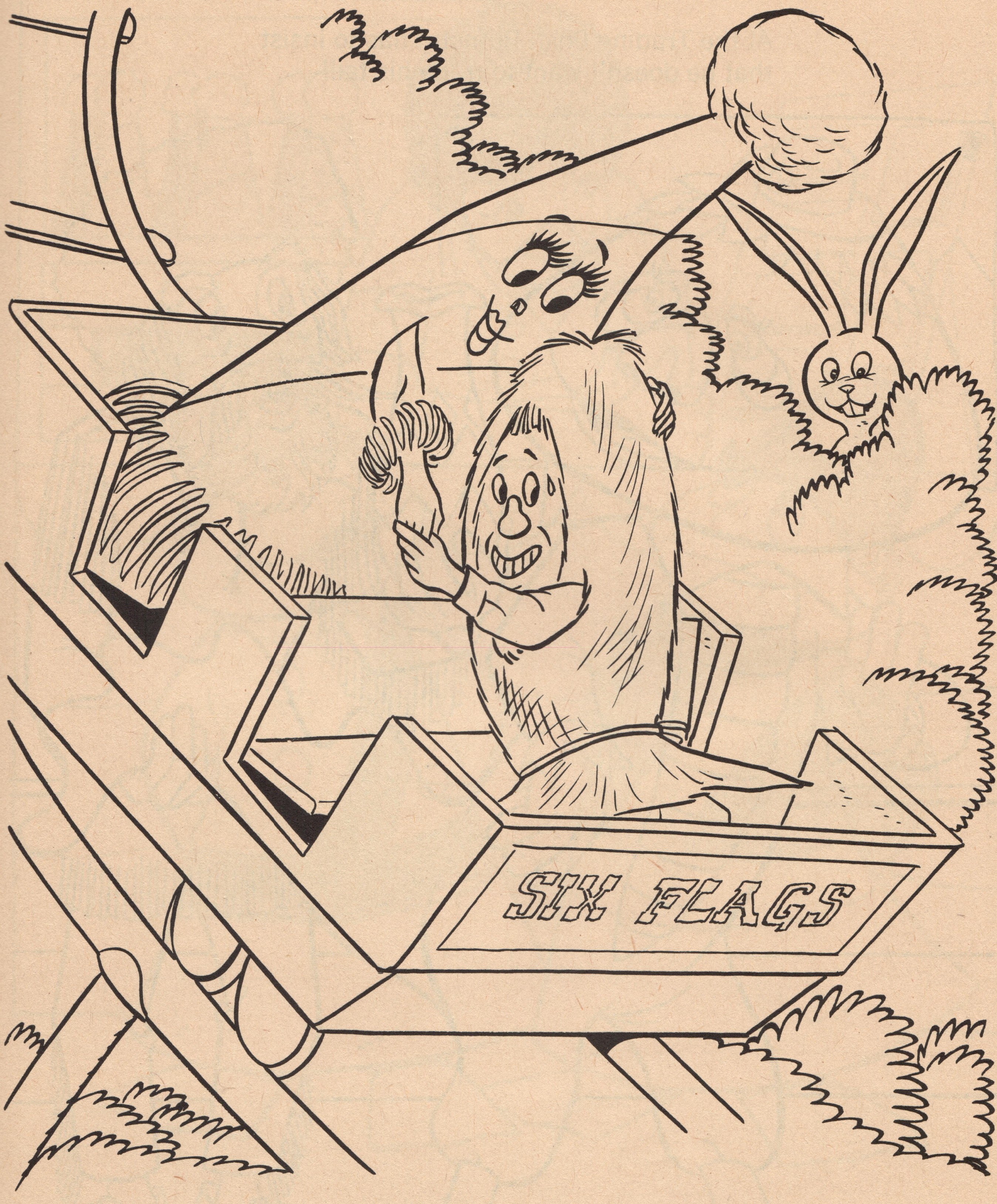






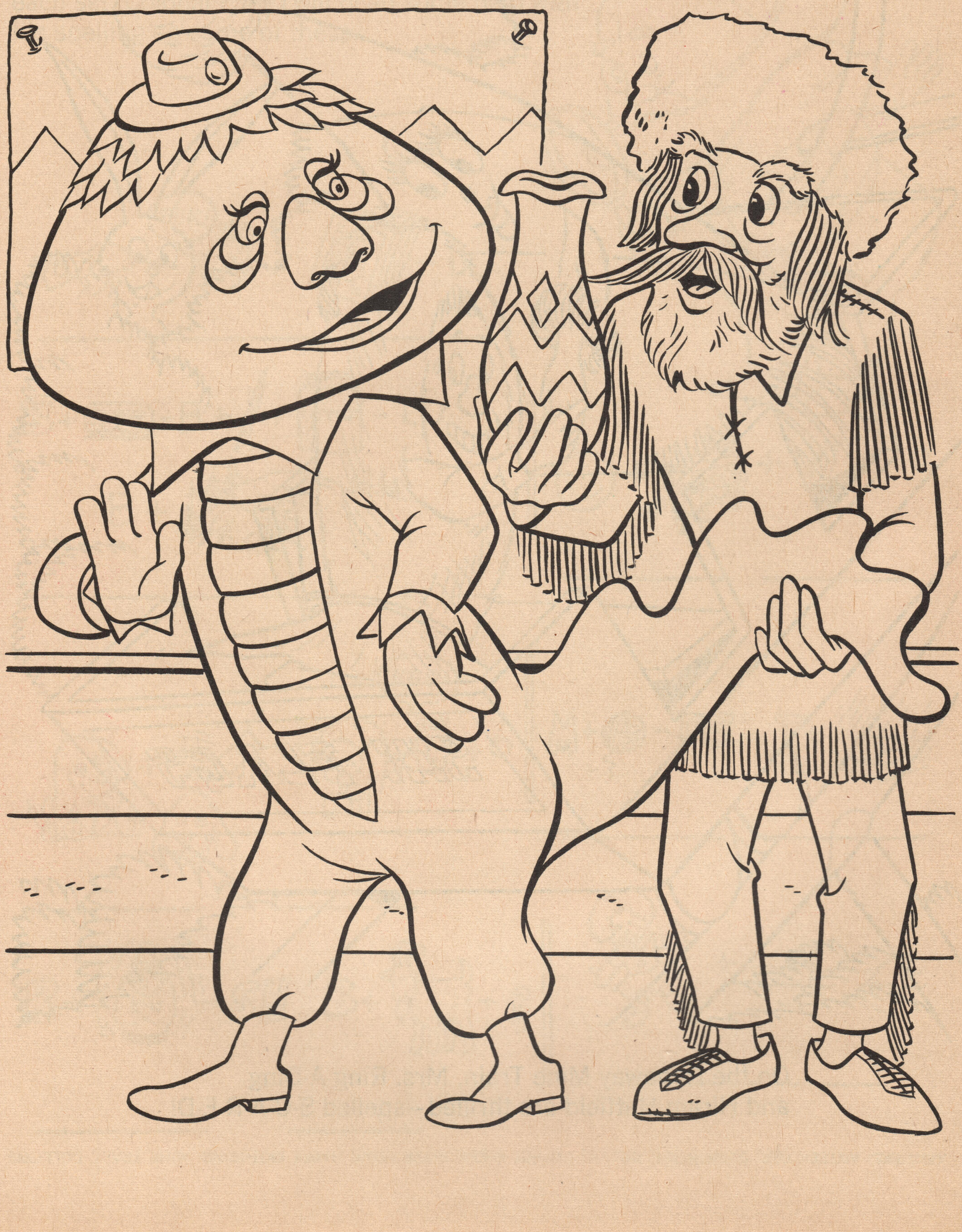


ANSWERS: ANTEEK CAR, SUSPENTION BRIDGE, PUPPET SHOW, RIVER BOAT, HAPPY MOTORING, MINE TRAIN, DOLLFINS



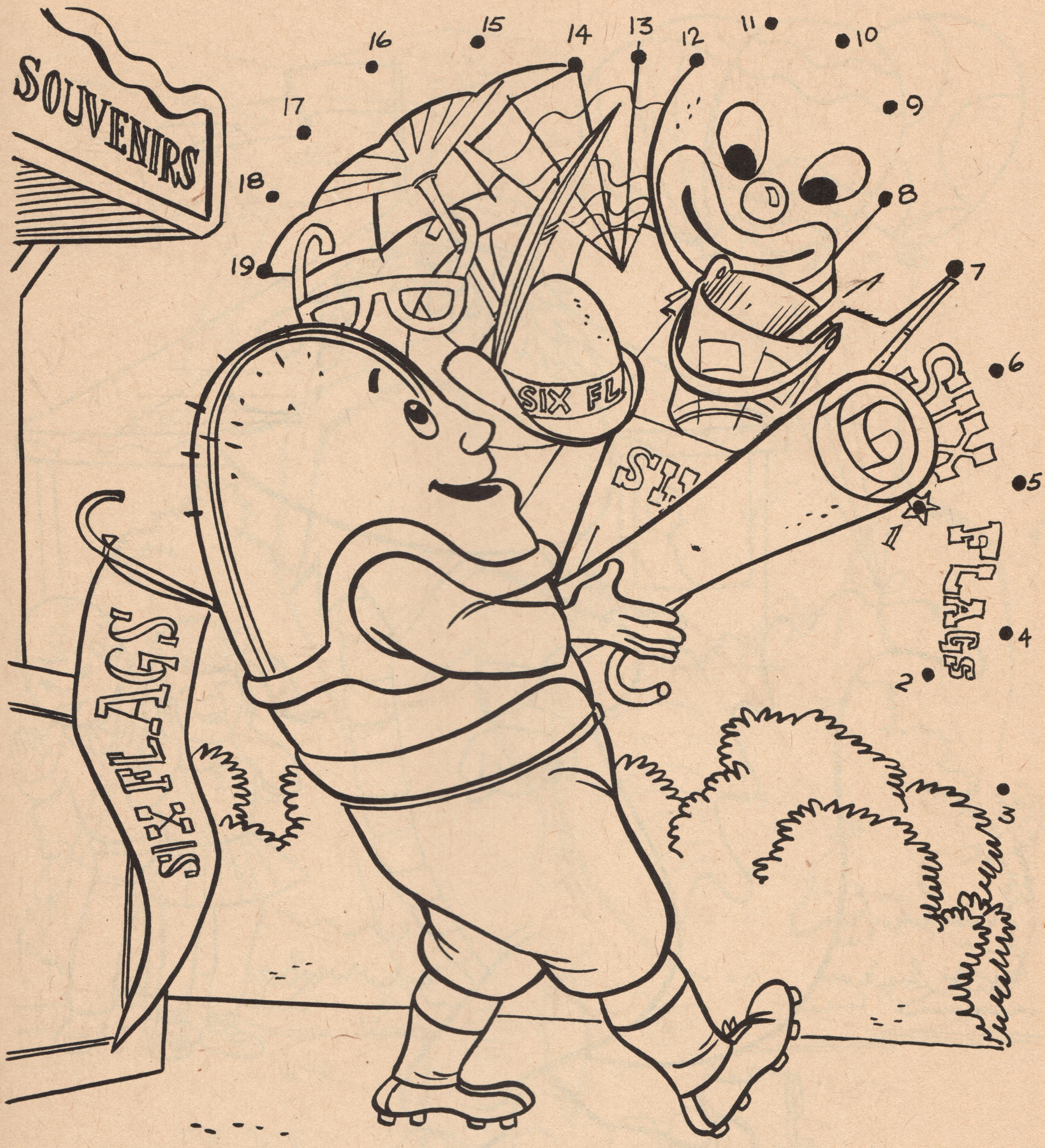
On the Runaway Mine Train, Mrs. Ring-A-Ding
and Hiram Hatfield are thrilled—spelled S-C-A-R-E-D!

At the Trading Post, Pufnstuf has to insist that he doesn't want to trade his tail!



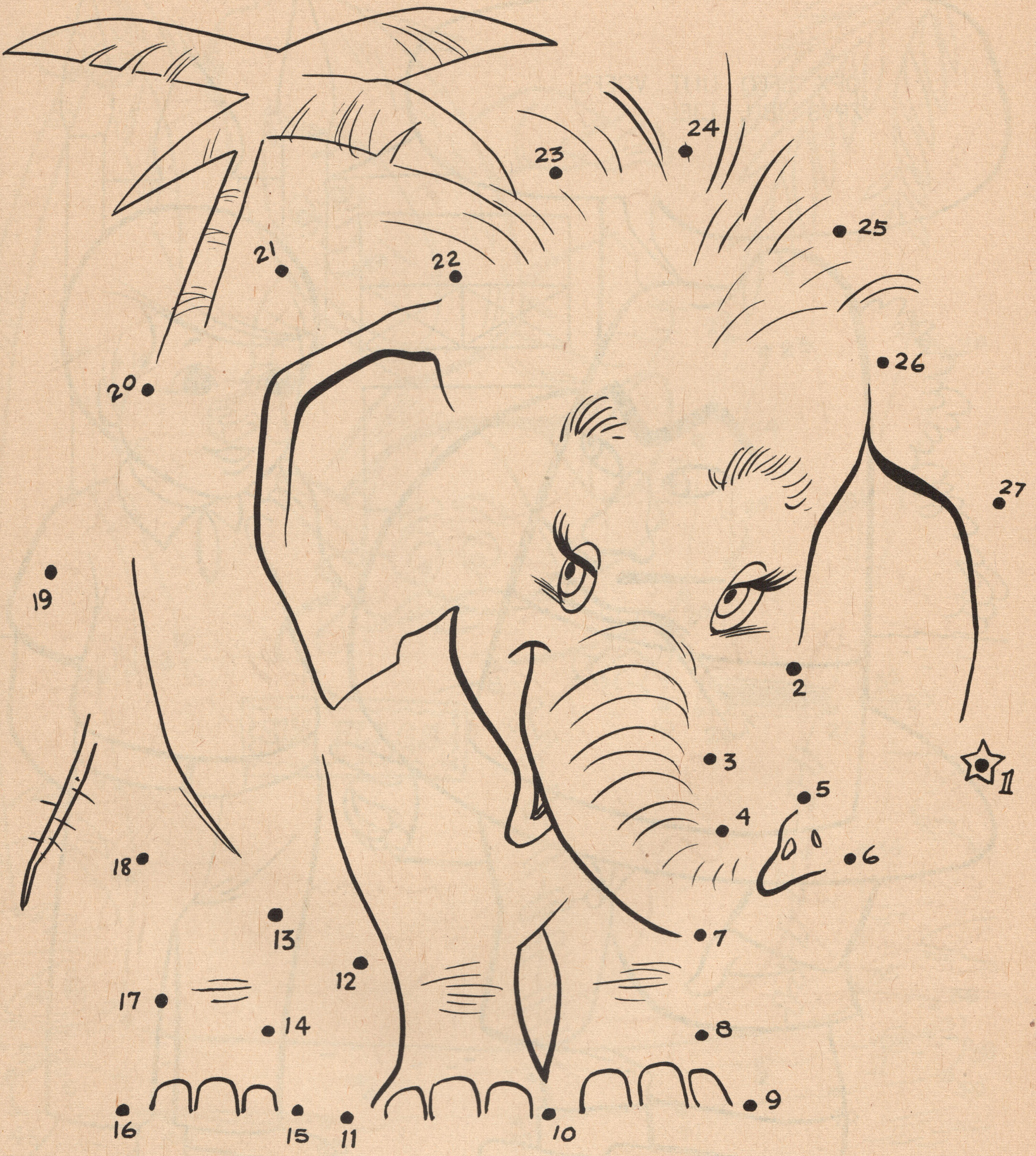
Cling and Clang always manage to look
like curiosities in the shop.

On the Riverboat Ride, Pufnstuf just can't
forget that he's a volunteer fire chief.

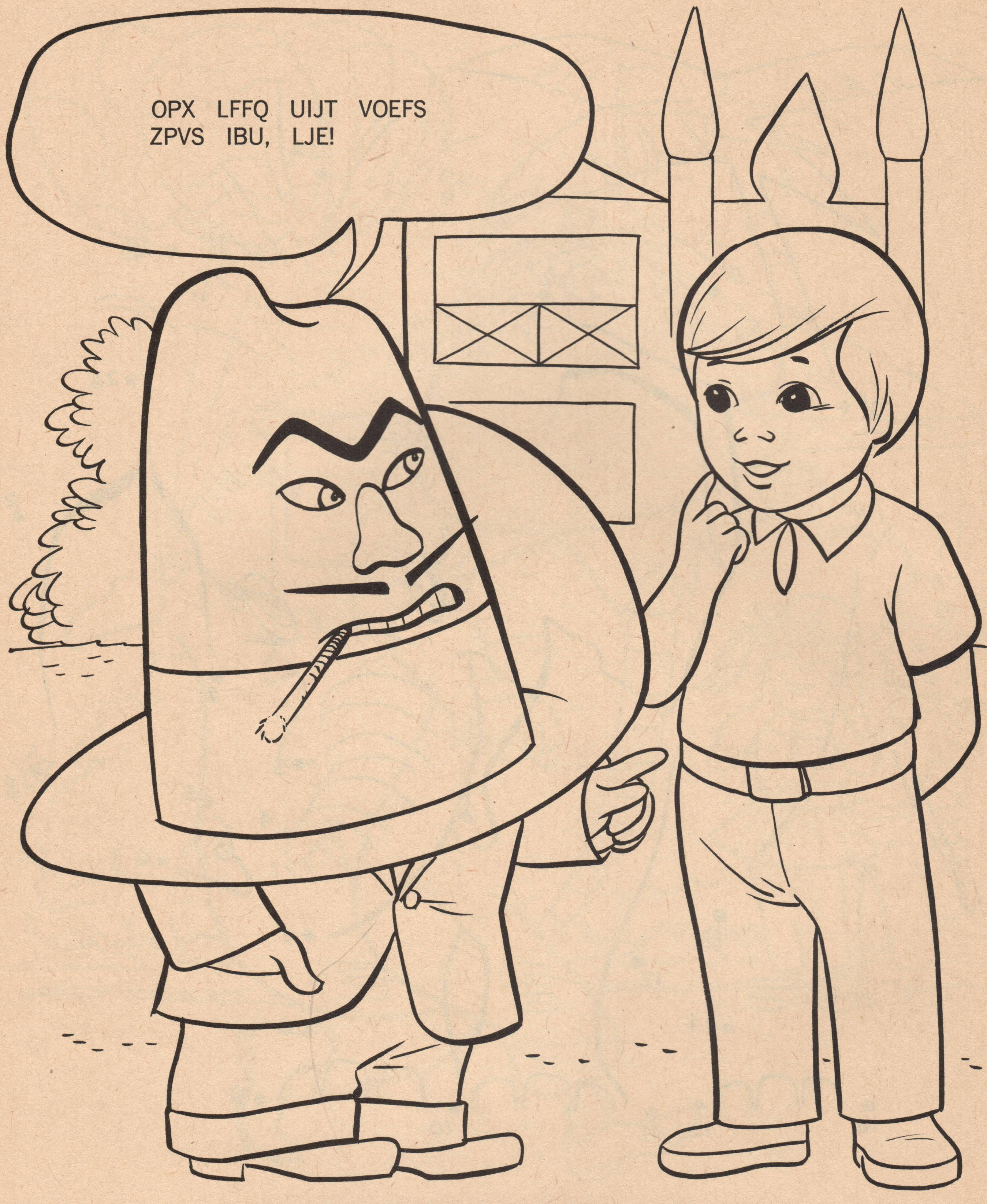


Souvenirs of SIX FLAGS are wonderful to have
—but Rah Rah never knows when to stop.

Linda and Danny recognize Pufnstuf right away.
He's not exactly the average passerby.



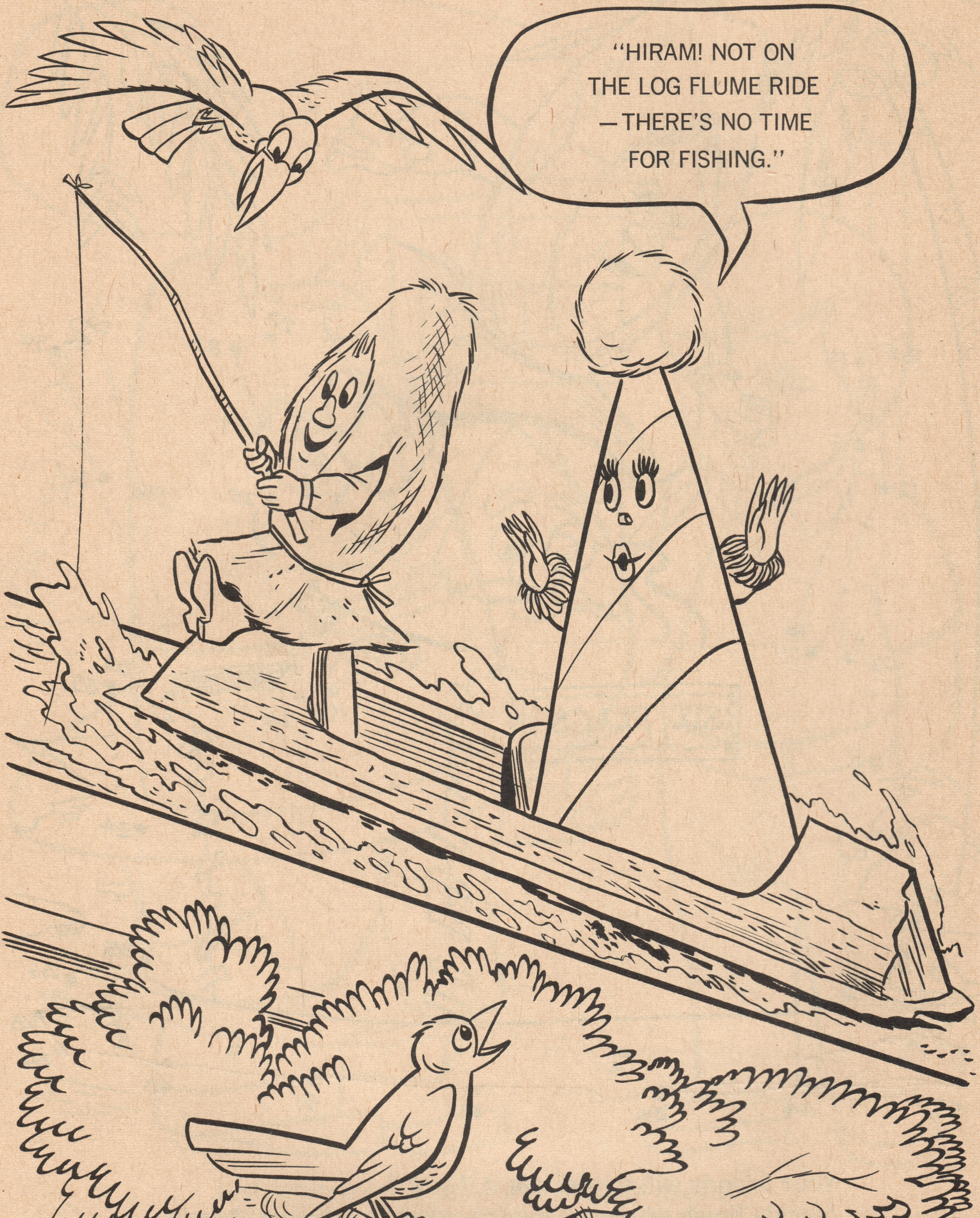
Look who's at the Petting Zoo! It will be easier, of course, if you connect the dots.

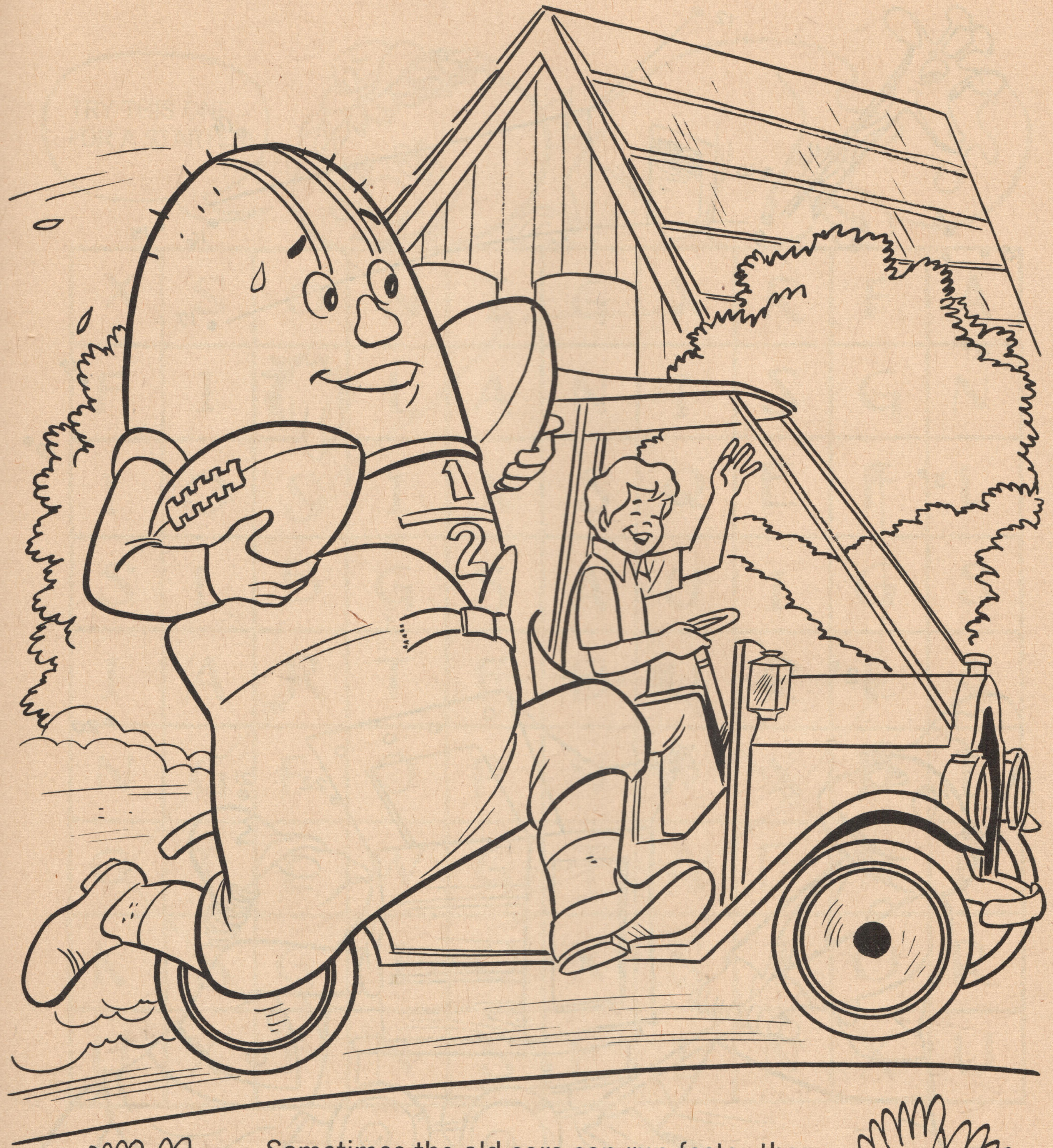


Just replace each letter with the one ahead of it in the alphabet, and he can't fool you.

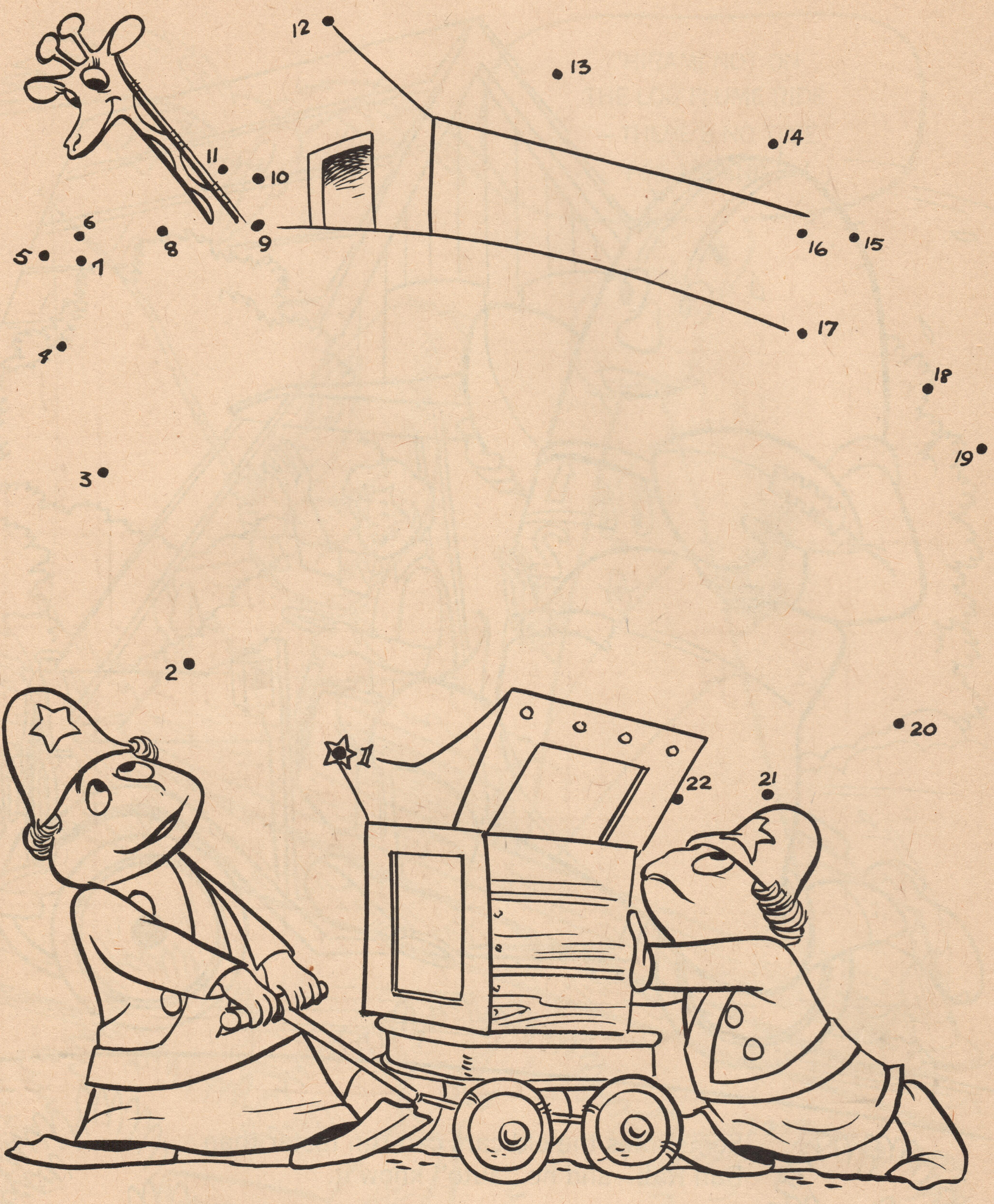
ANSWER: NOW KEEP THIS UNDER YOUR HAT, KID.

Your friends will appreciate it if you'll
quickly finish whatever they're riding in – before it sinks.

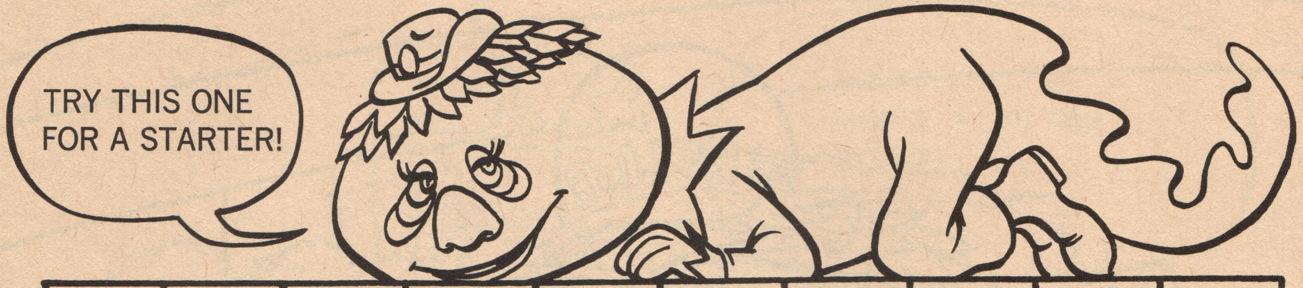

"HIRAM! NOT ON THE LOG FLUME RIDE —THERE'S NO TIME FOR FISHING."



Sometimes the old cars can run faster than
Rah Rah—and he "auto" know it.



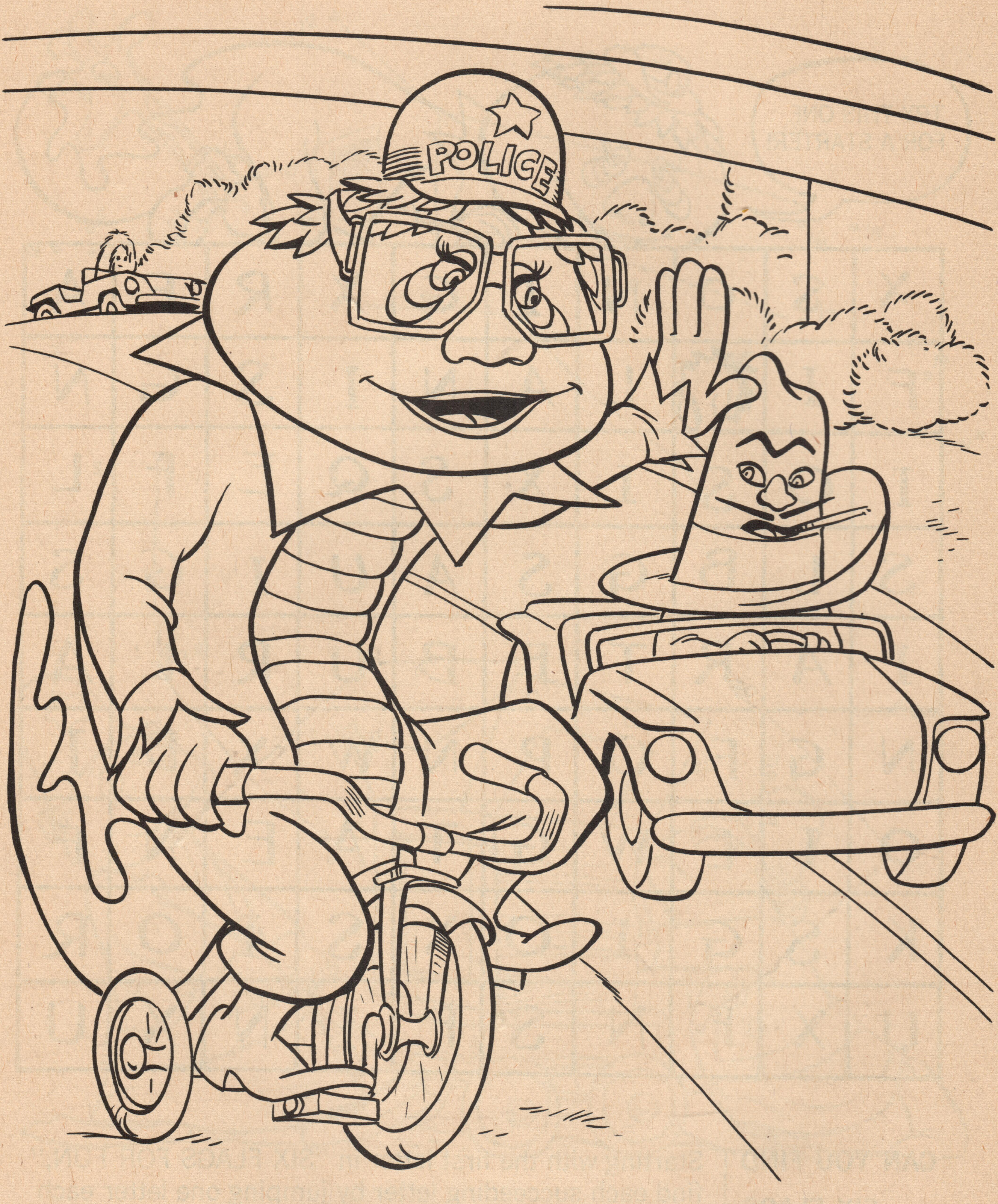
Just connect the dots and you'll see what
Cling and Clang are pushing.



X	S	O	N	I	G	X	R	F	A
F	I		L	A	N	I	S	G	N
I	O	S	I	X	S	Q	E	F	L
S	L	B	G	S	A	U	I	G	S
I	A	R	T	F	B	U	R	L	A
N	G	F	O	P	N	W	X	D	I
O	I	L	W	G	T	A	E	N	F
K	S	G	I	O	X	S	I	O	R
U	X	F	N	S	F	I	N	X	U

CAN YOU FIND SIX FLAGS FOR FUN?

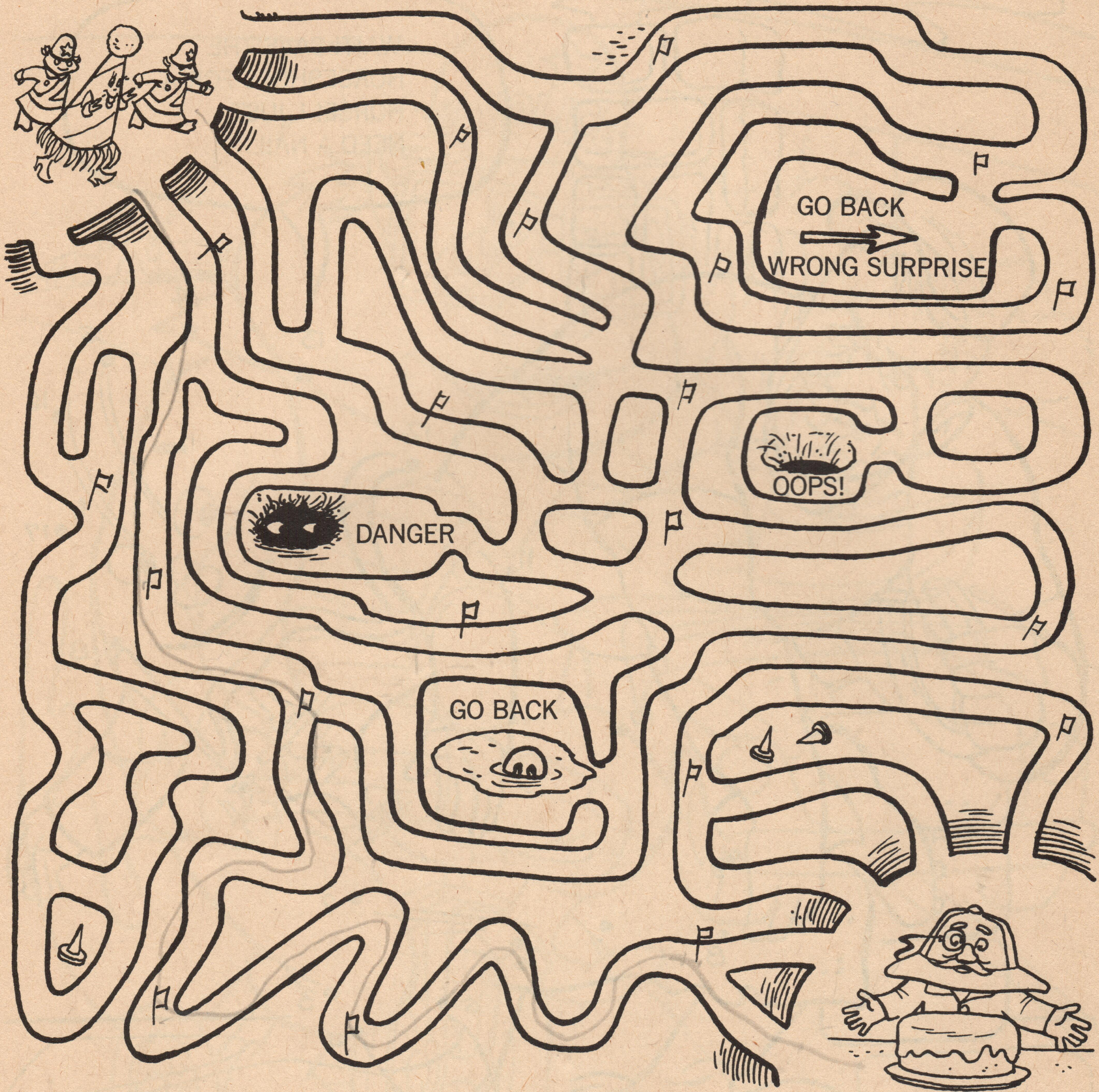
Starting with the first letter in "SIX FLAGS FOR FUN," find each succeeding letter by jumping one letter each time in any direction—up, down, sideways or diagonally. Draw a dotted or colored line to connect your choices.



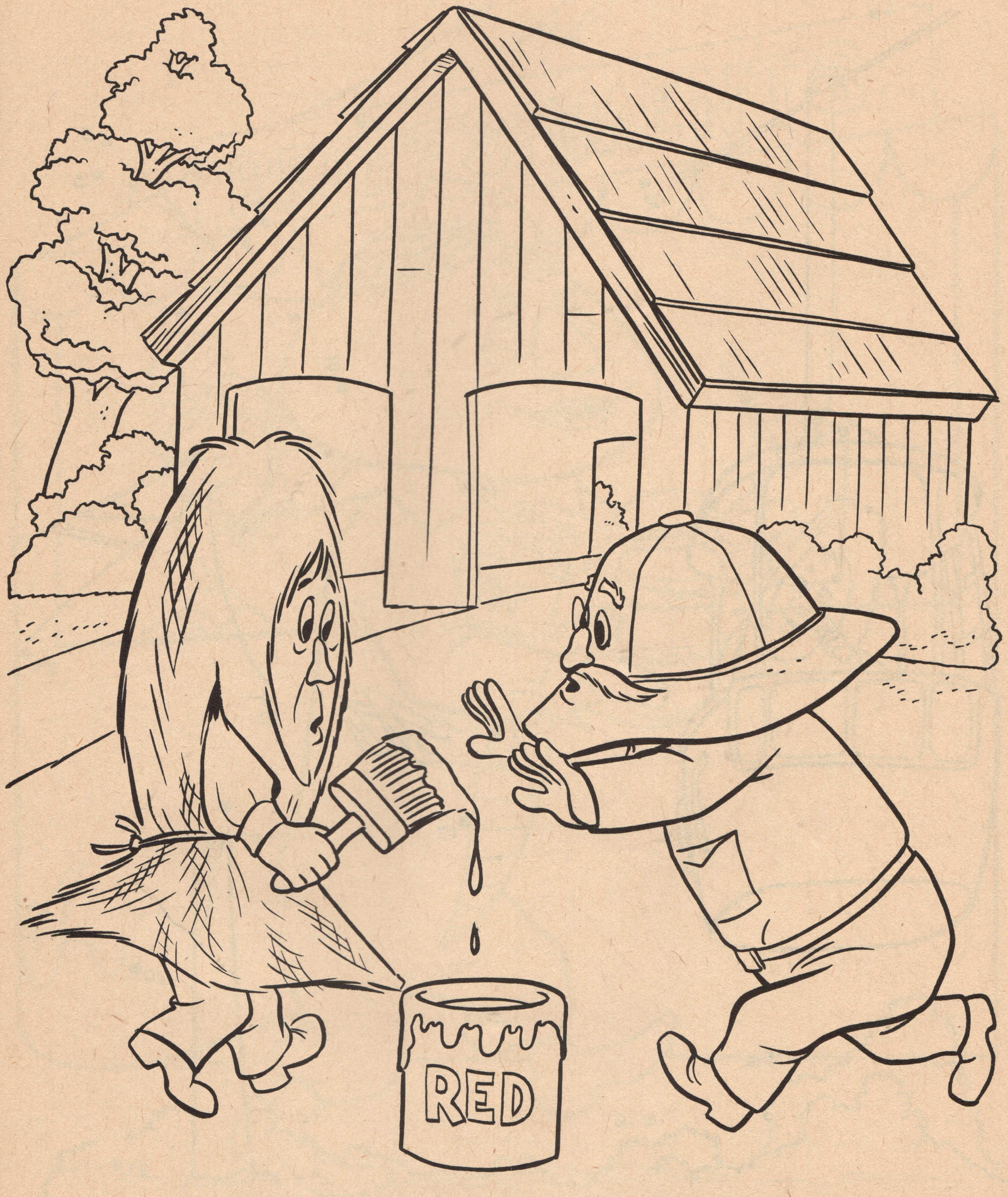
Occasionally, Pufnstuf has to stop a certain
"speeder" on the Happy Motoring Freeway.

The Blacksmith has an unusual job at the moment. See if you can figure it out.

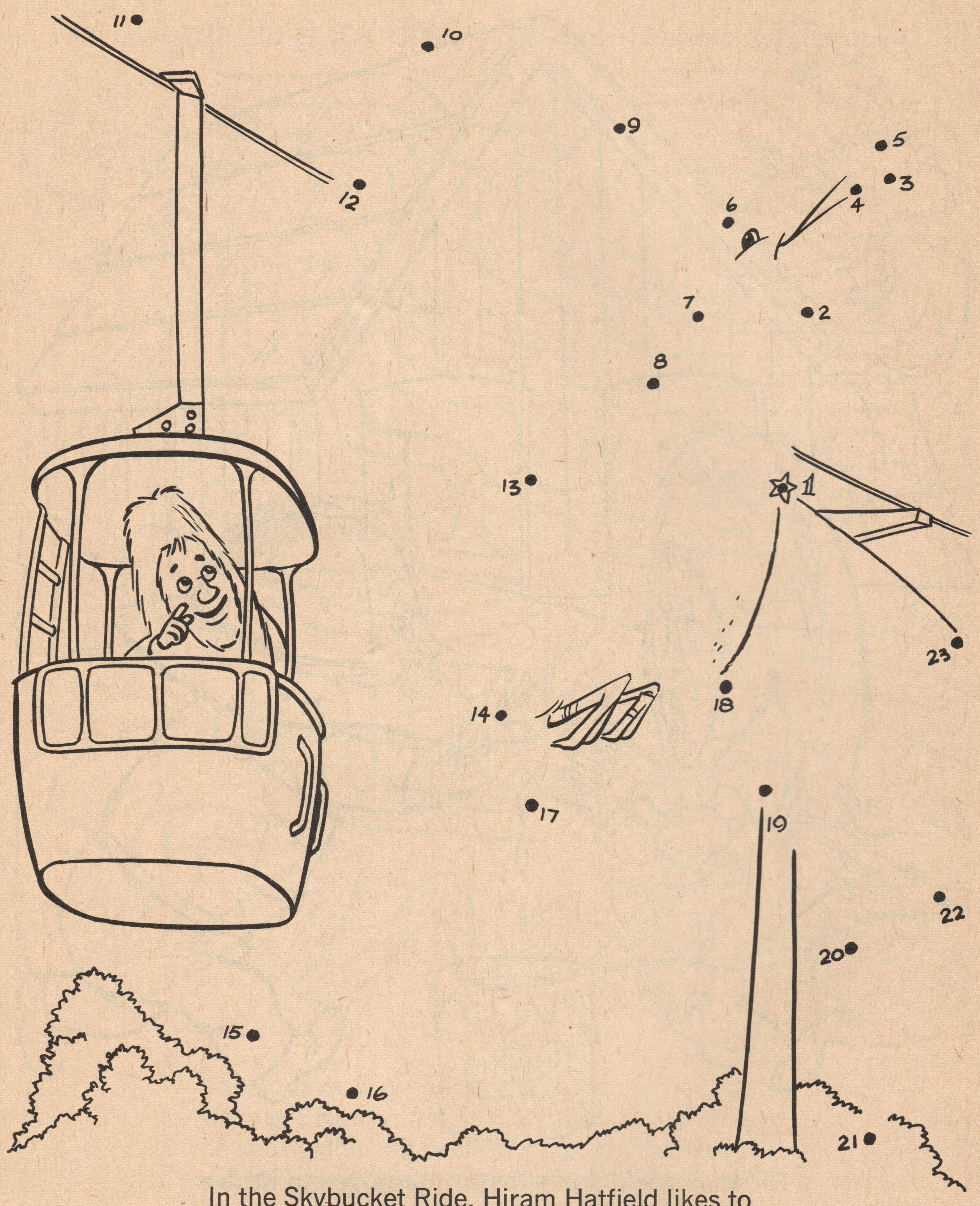
FOLLOW THE SIX FLAGS TRAIL . . . To Colonel Poom's Surprise Party



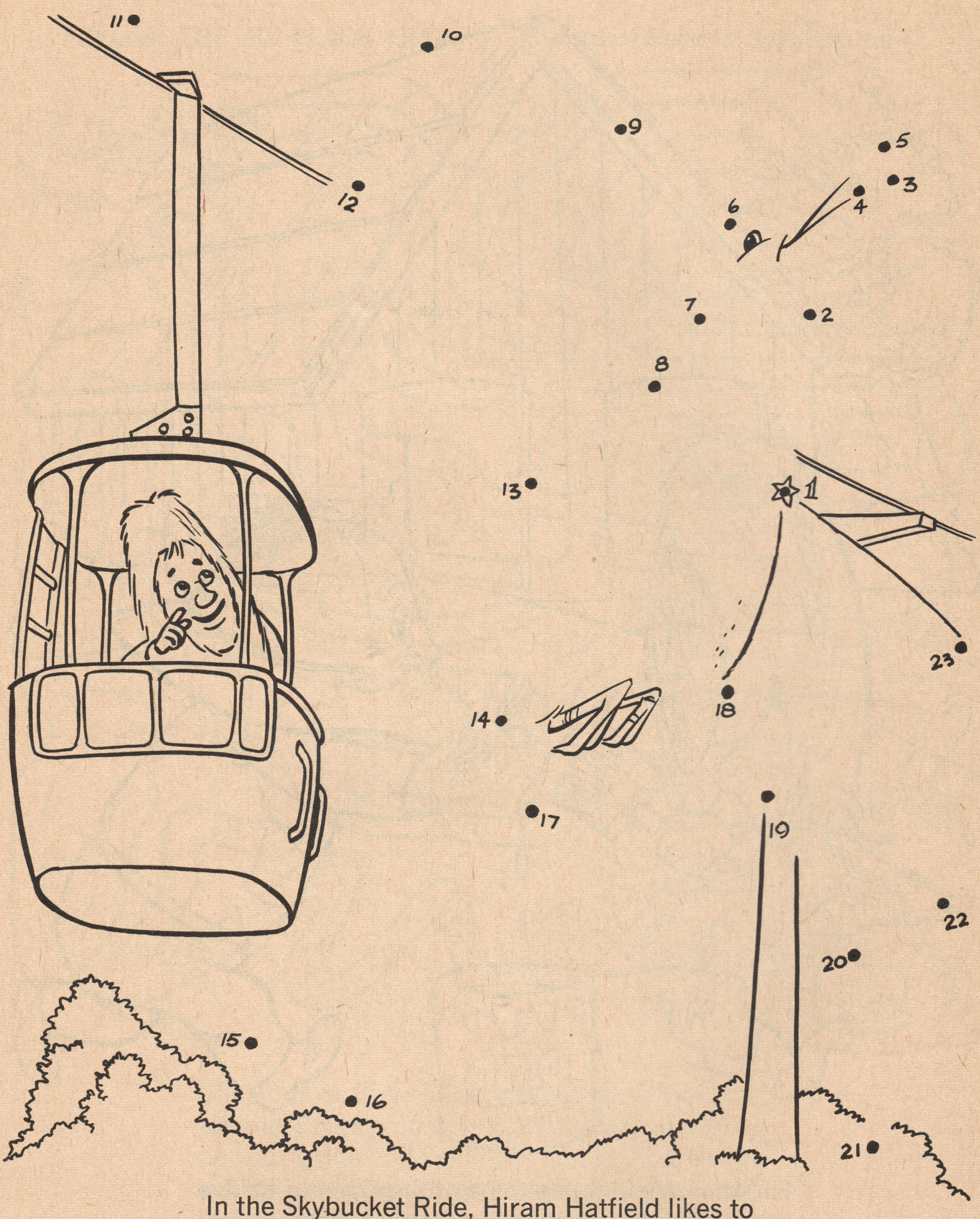
The number that counts in finding the trail to Colonel Poom's party is 6, of course. Use it as your guide and see if you can get there without being caught by traps along the way. Just search for 6 you-know-what.



Hiram Hatfield wants to paint the Covered Bridge red. He thinks it has the makings of a great barn.



In the Skybucket Ride, Hiram Hatfield likes to imagine he's a—well, just connect the dots.

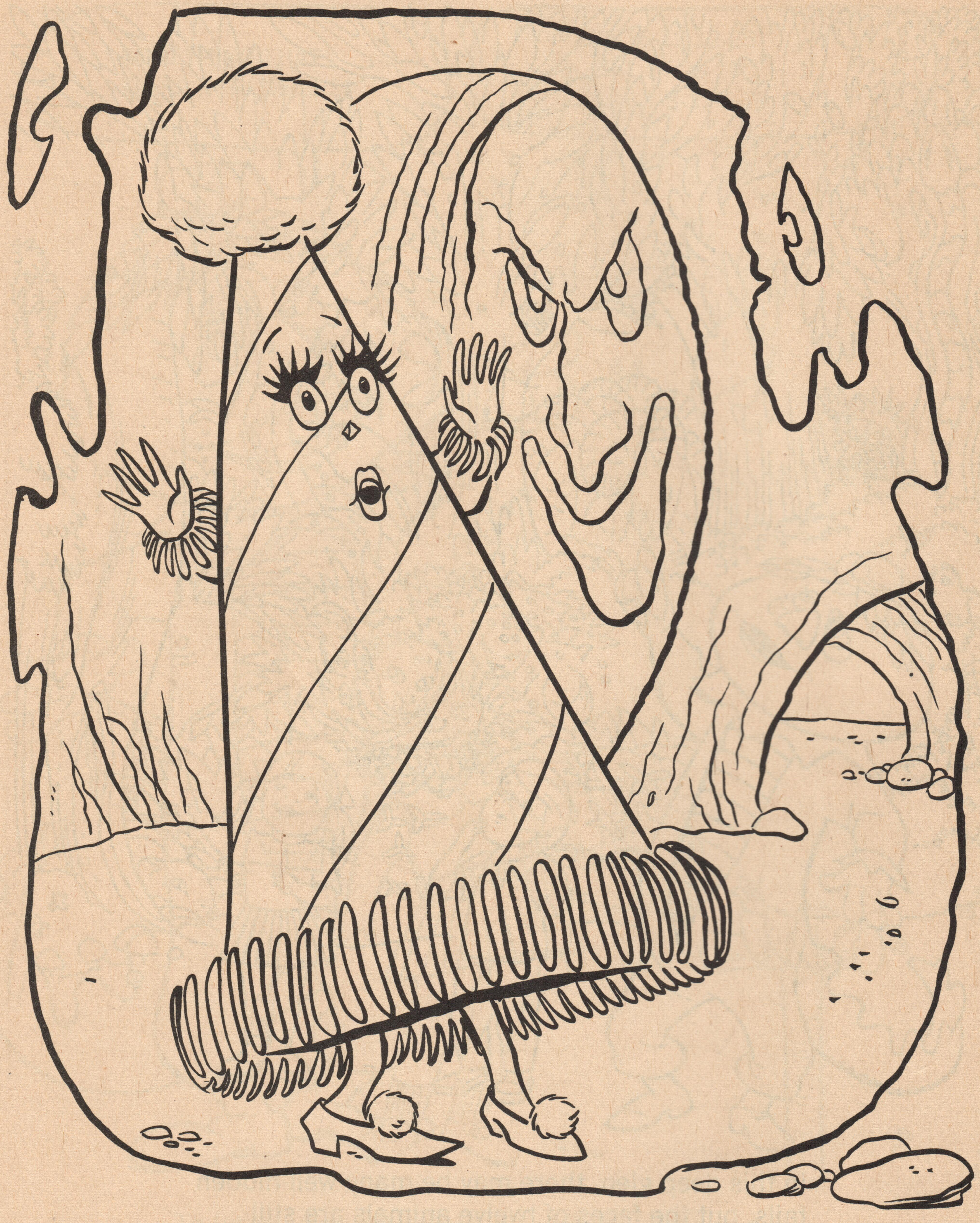


In the Skybucket Ride, Hiram Hatfield likes to imagine he's a—well, just connect the dots.

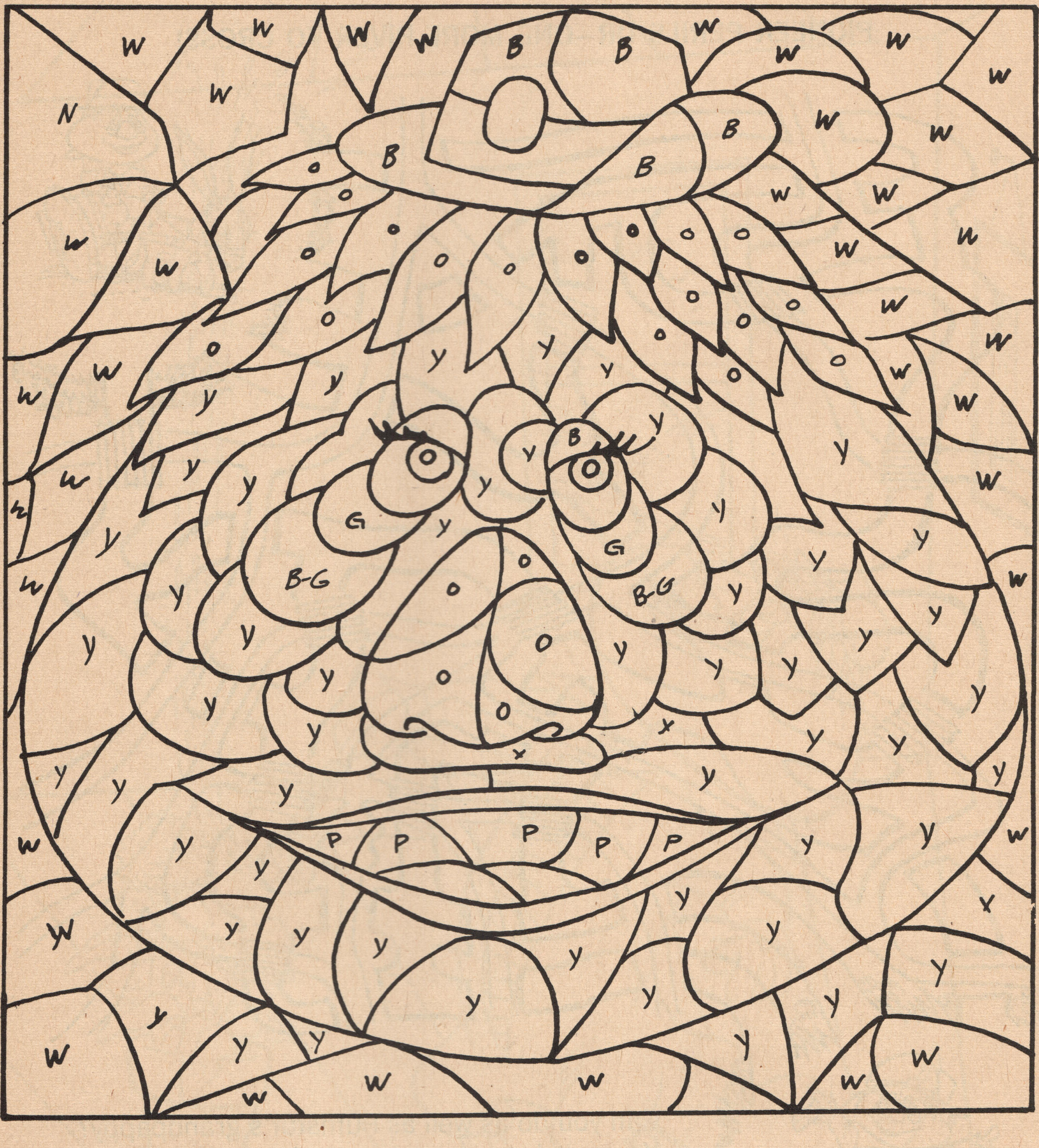
To learn what it's saying, number the letters of the alphabet, then substitute the right letters above.

ANSWER: POLLY WANTS A CRACKER

In this deep glen, there may be many well-hidden tails, but the faces of twelve animals are still in plain sight. Look sharp and see if you can help the children and Colonel Poom find them all.

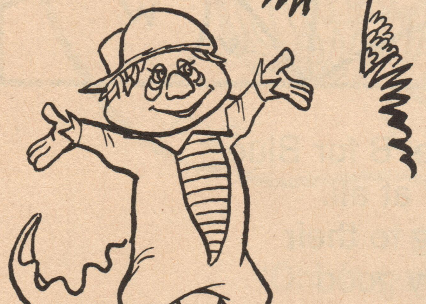


"Oh, horrors!" gasps Mrs. Ring-A-Ding—and sure enough it's exactly that—the Horror Cave!

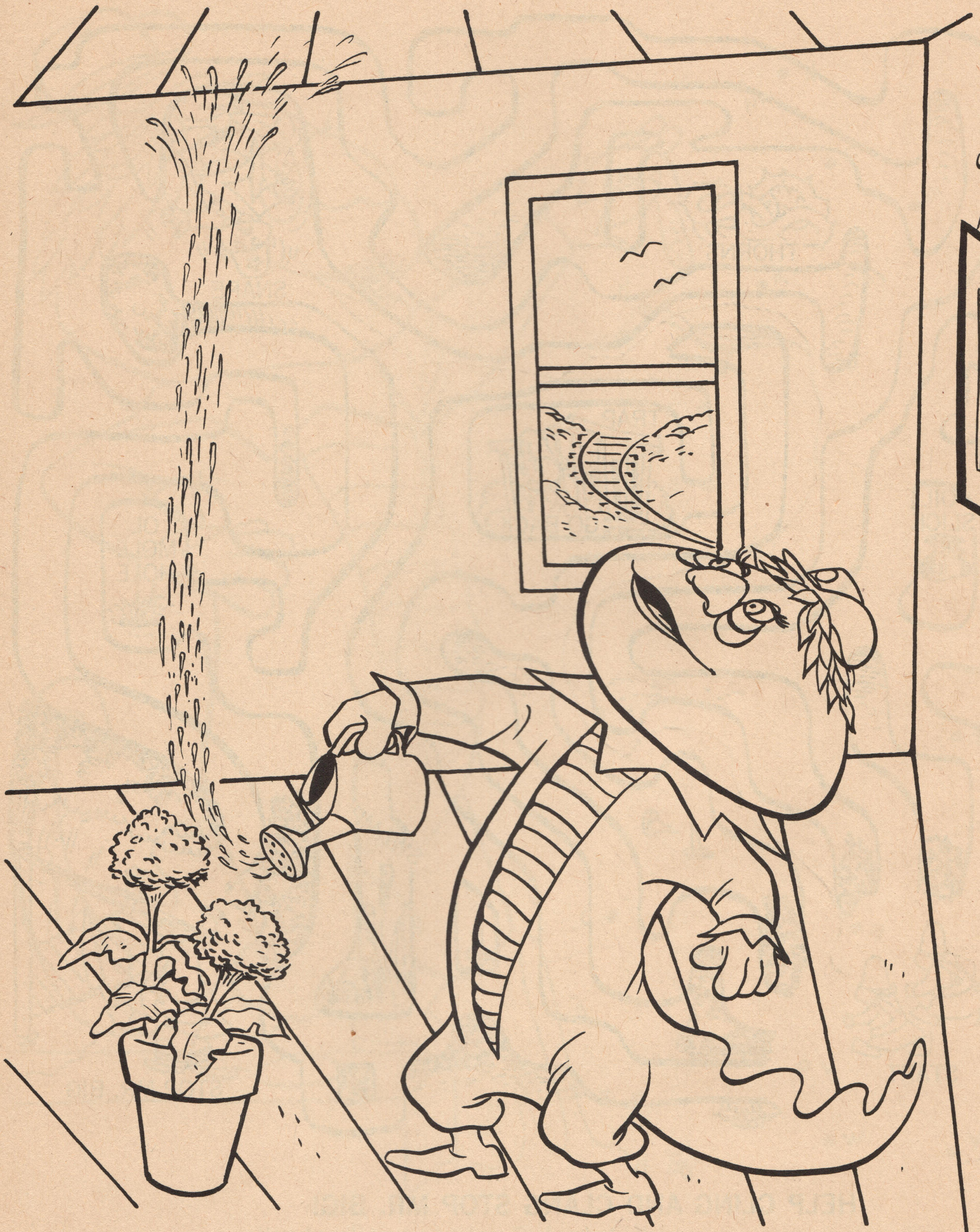


Y is for Yellow, O for Orange, P for Purple, B for Blue and G for Green. W is for White–no color at all. Can you color the spaces above according to their initial letters and find the picture of a very good friend among all these lines?

PIONEER PERILS OR—ONE MORE RIVER TO CROSS!



Can you do as well as Pufnstuf's grandpappy? You only have enough materials to build 3 bridges; so, to reach the new homestead, you must find a trail with no more than 3 unbridged river crossings along the way.

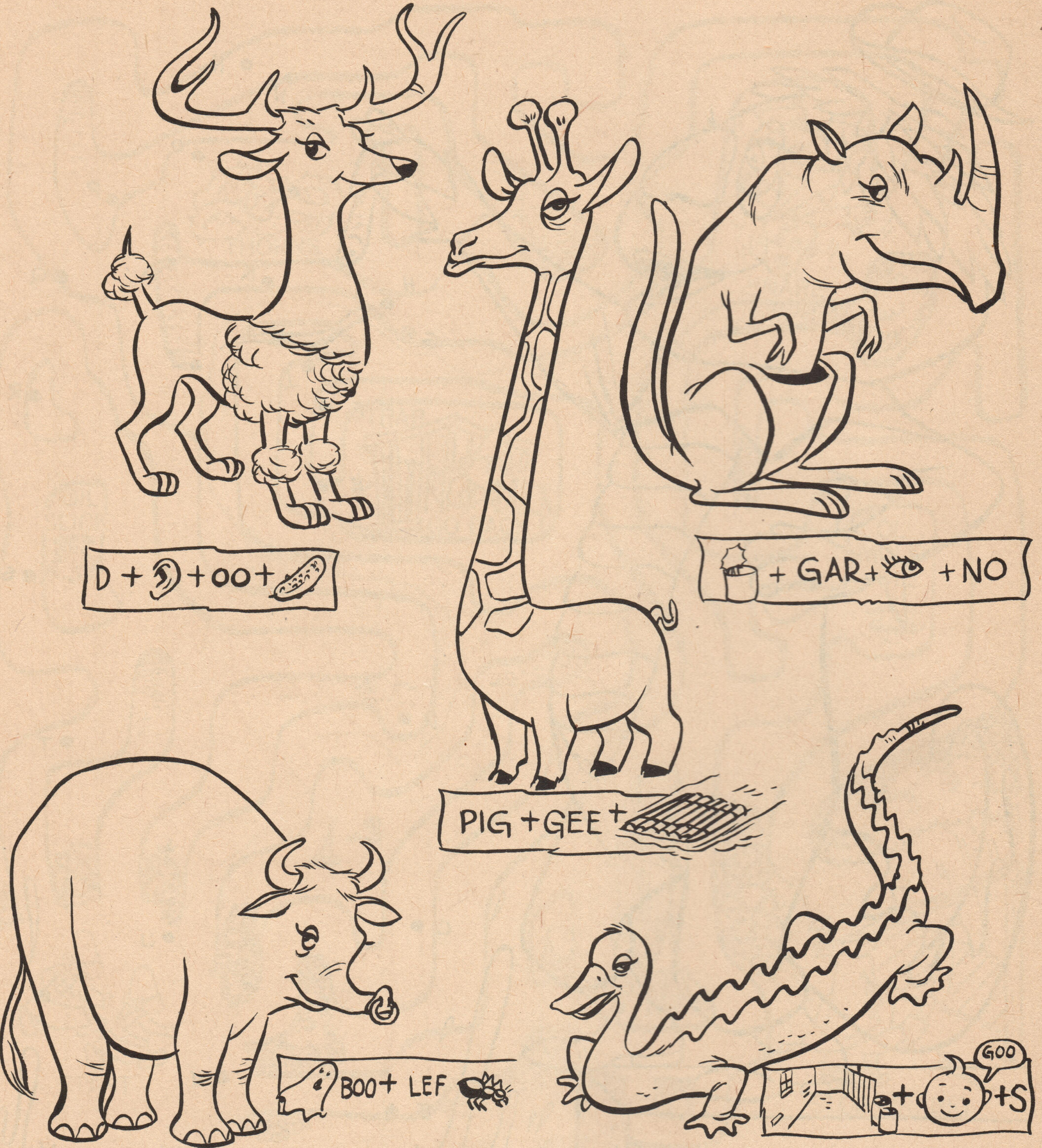


Pufnstuf can't believe his eyes in Casa Magnetica,
where water runs up instead of down.

HELP CLING AND CLANG STOP MR. BIG!

The rascal is going to cut down the Suspension Bridge. You must get there fast, through the tangled thicket.

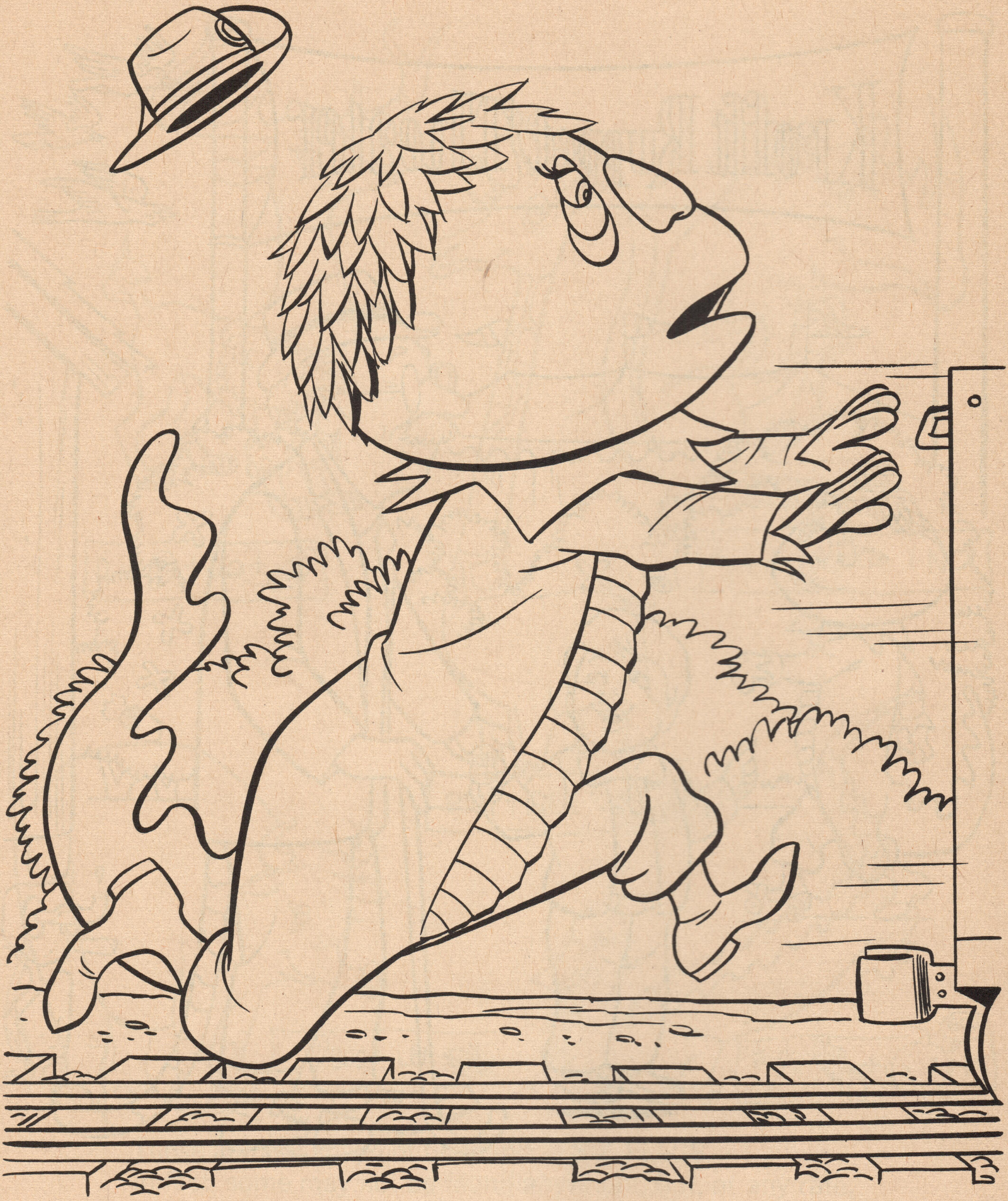
It's feeding time for Pufnstuf—but
you'll have to show him what he's feeding.



These animals may not be found in SIX FLAGS. In fact, some may not be found anywhere; but, at any rate, they are going to need names. Can you think up some funny ones for them? The clues may help you, but feel free to create your own.

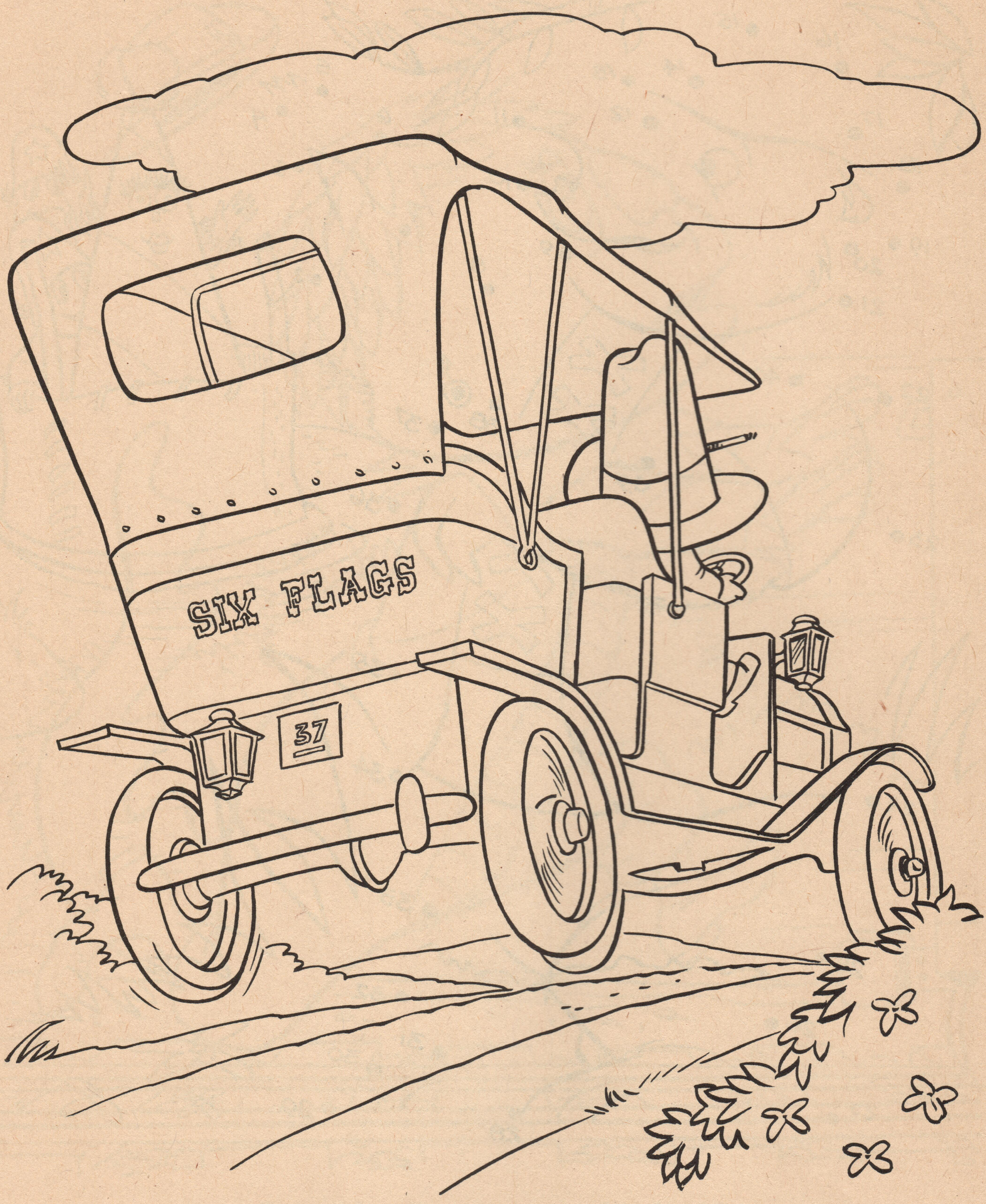
ANSWERS: DEAROODILL, CANGAREYENO, PIGGEERAFT, BOOLEFANT, ALLEYGOOS

Would you believe 15 things in this picture are
definitely not right? How many can you find?

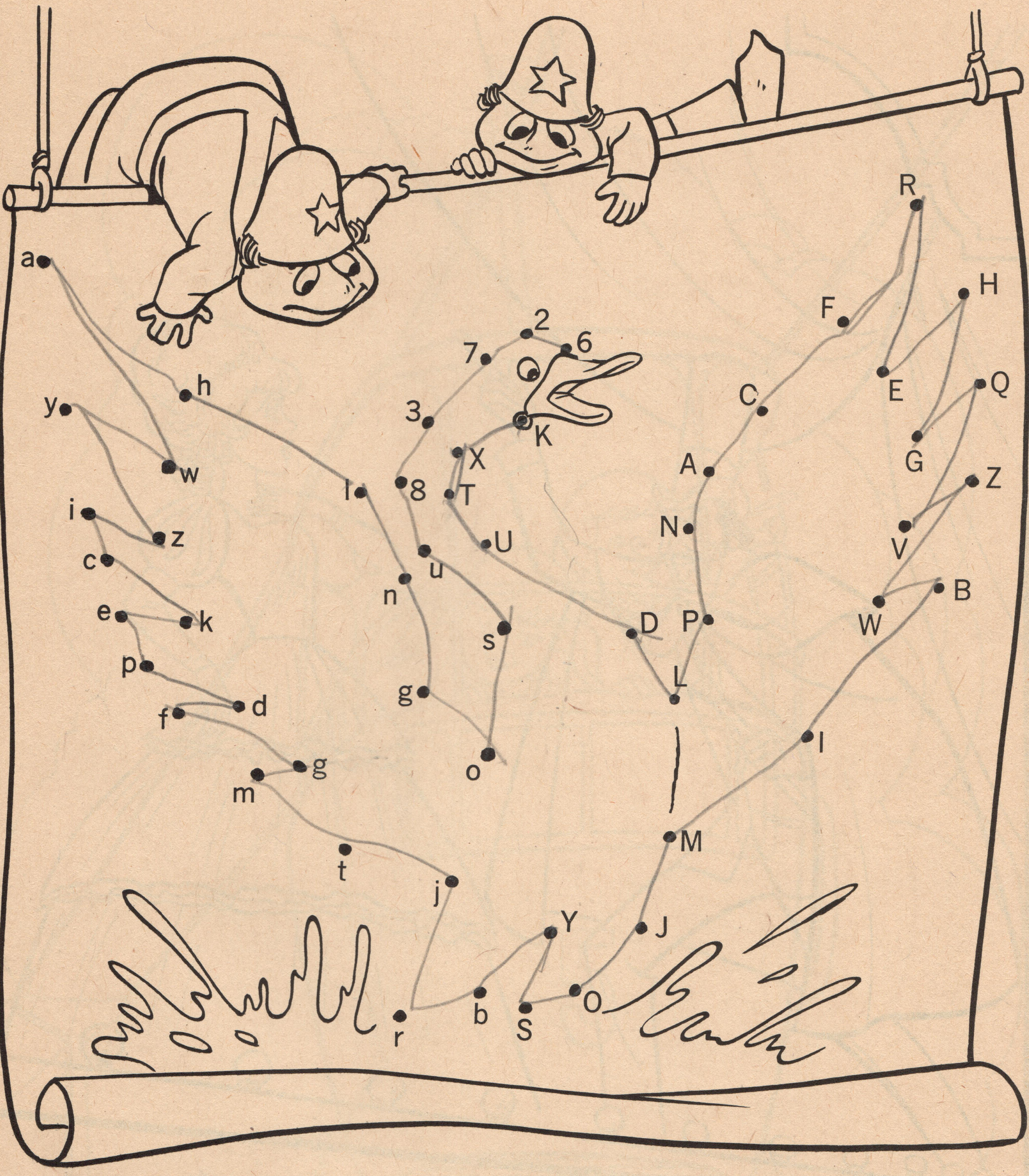


Pufnstuf really goes for the SIX FLAGS Railroad—but not quite fast enough.

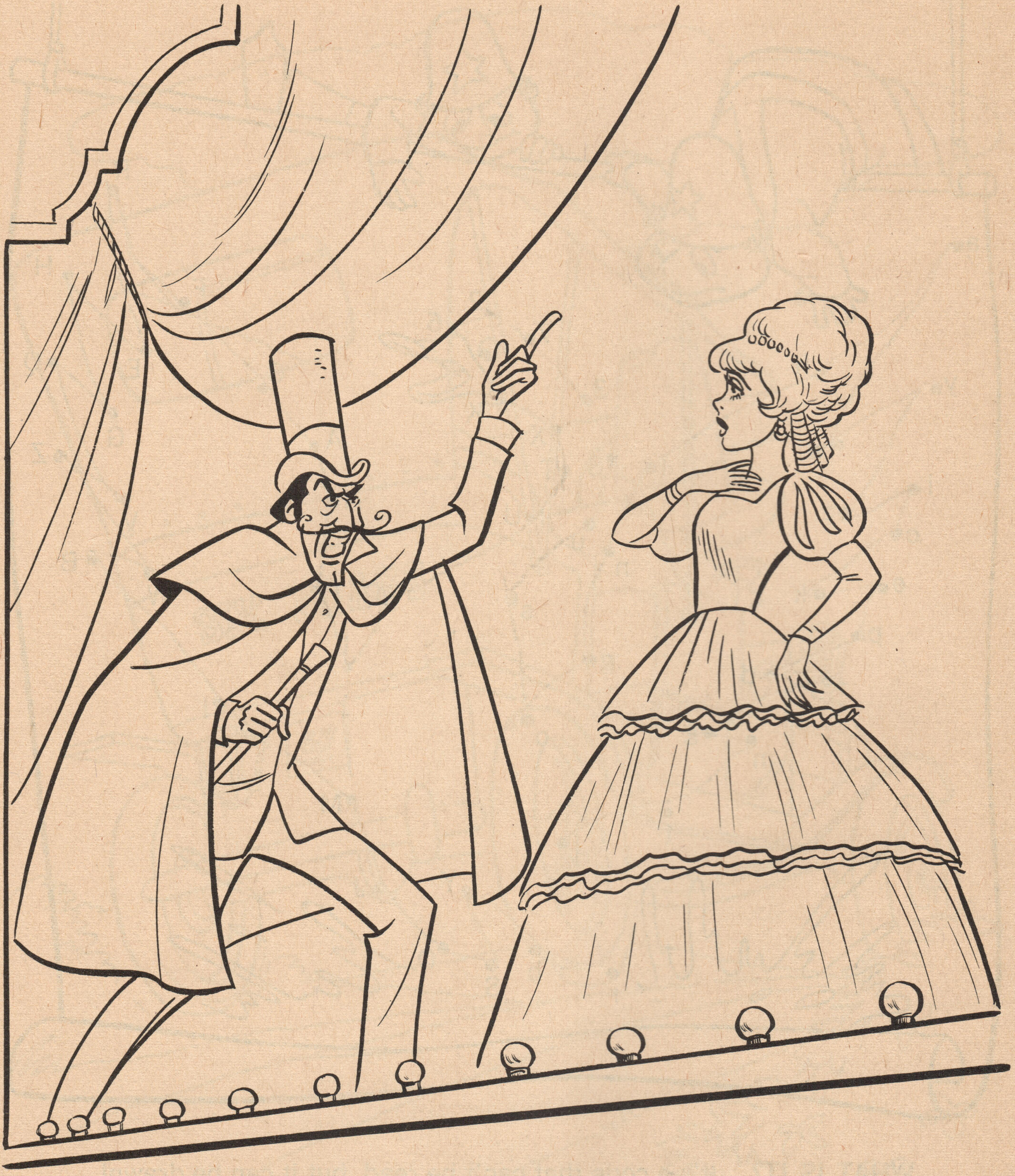
Who is this in the Swamp? Connect the dots to find out.



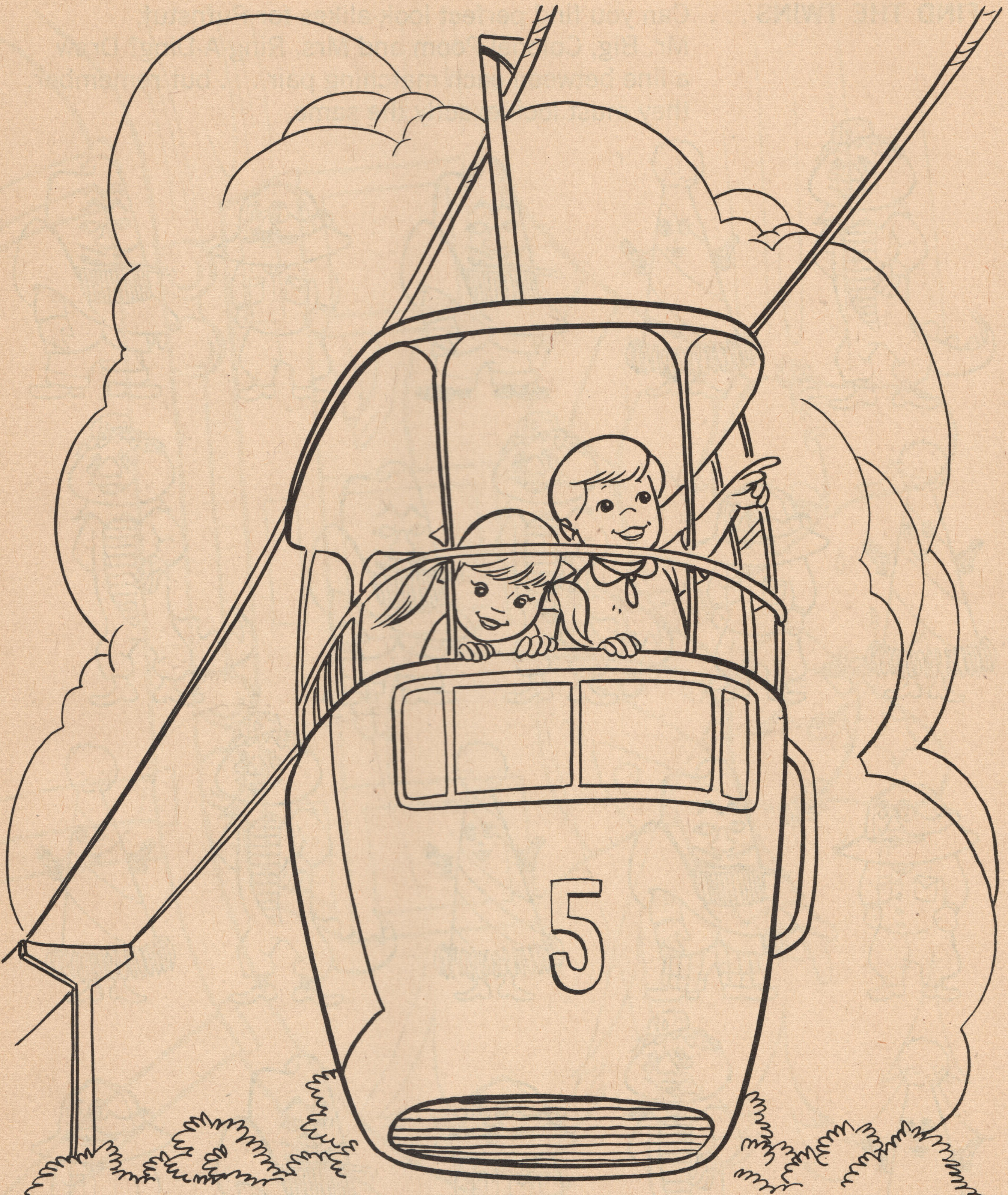
Nothing like an antique car to make a fellow
feel super—even old meanie-grouch, Mr. Big.



WHAT IS IT? It's a code that can't be read, but it can be drawn! Simply connect the letters above in exactly the order shown here: KXTUDLPNACFREHGQVZWBIMJOSY brjtmgfdpekcizywahlngosu83726.

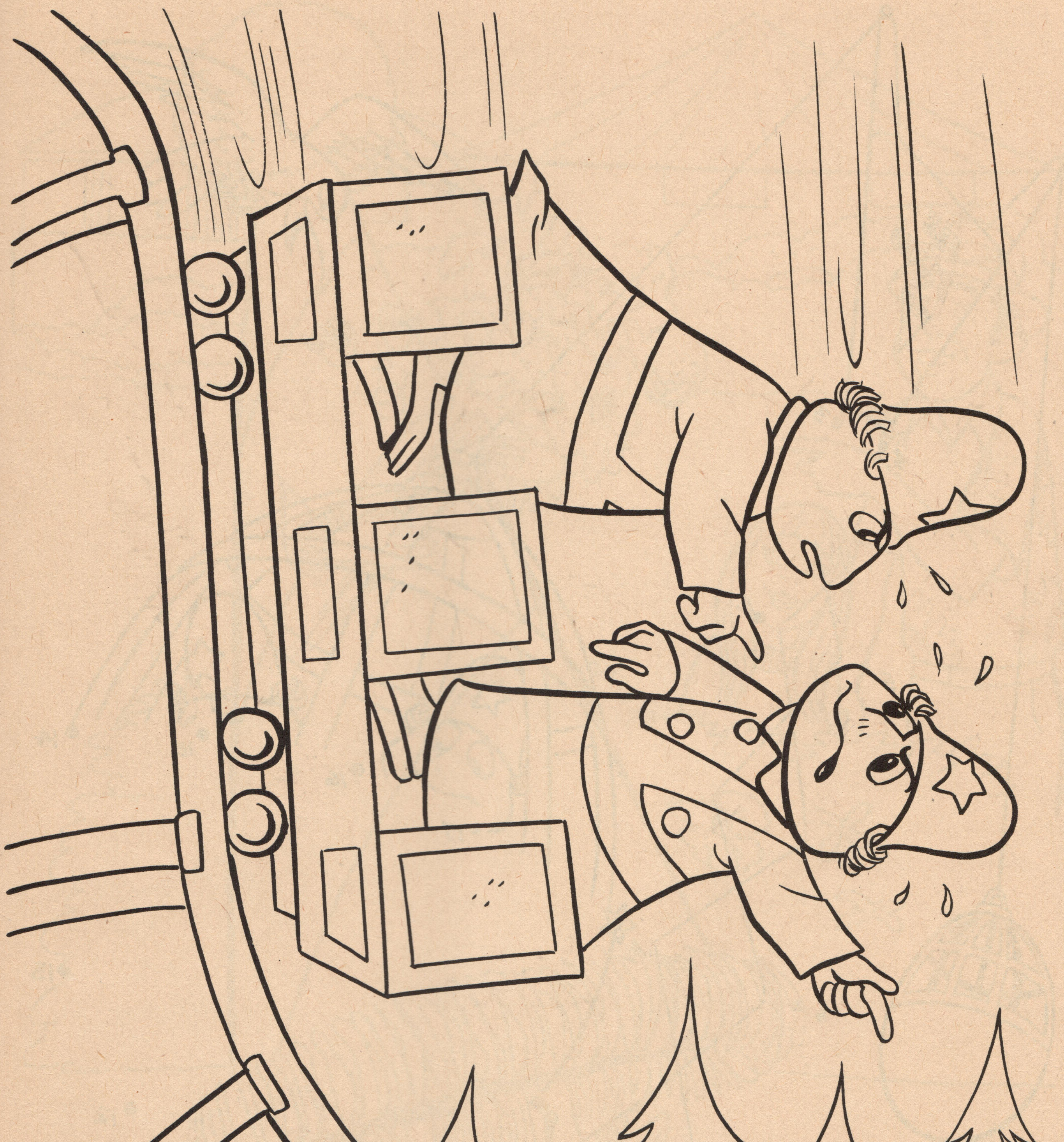


Showtime! It's ready to begin as the curtain goes up in the theatre.

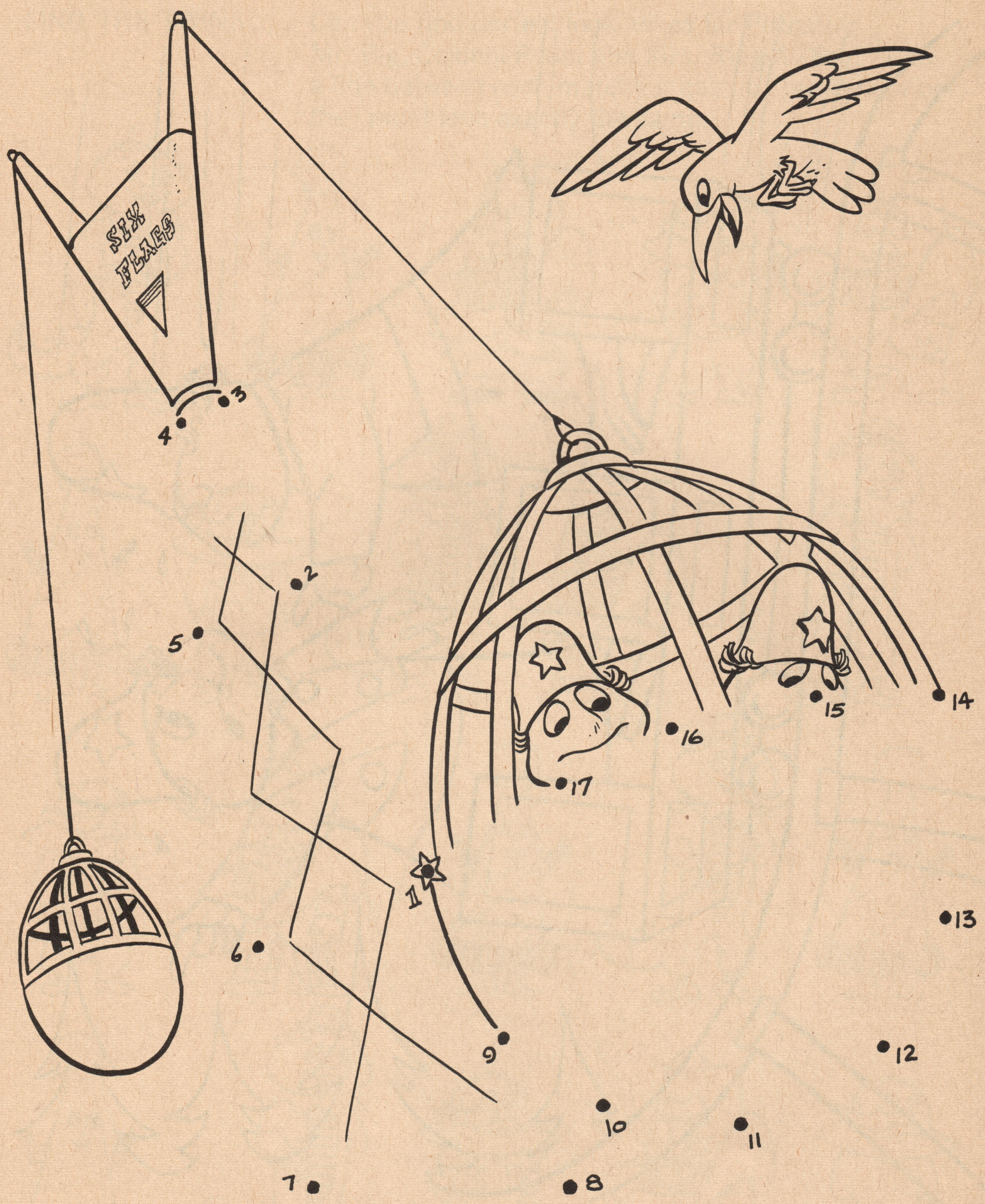


Linda and Danny wonder just a little bit if
maybe the Skylift isn't headed for the moon.

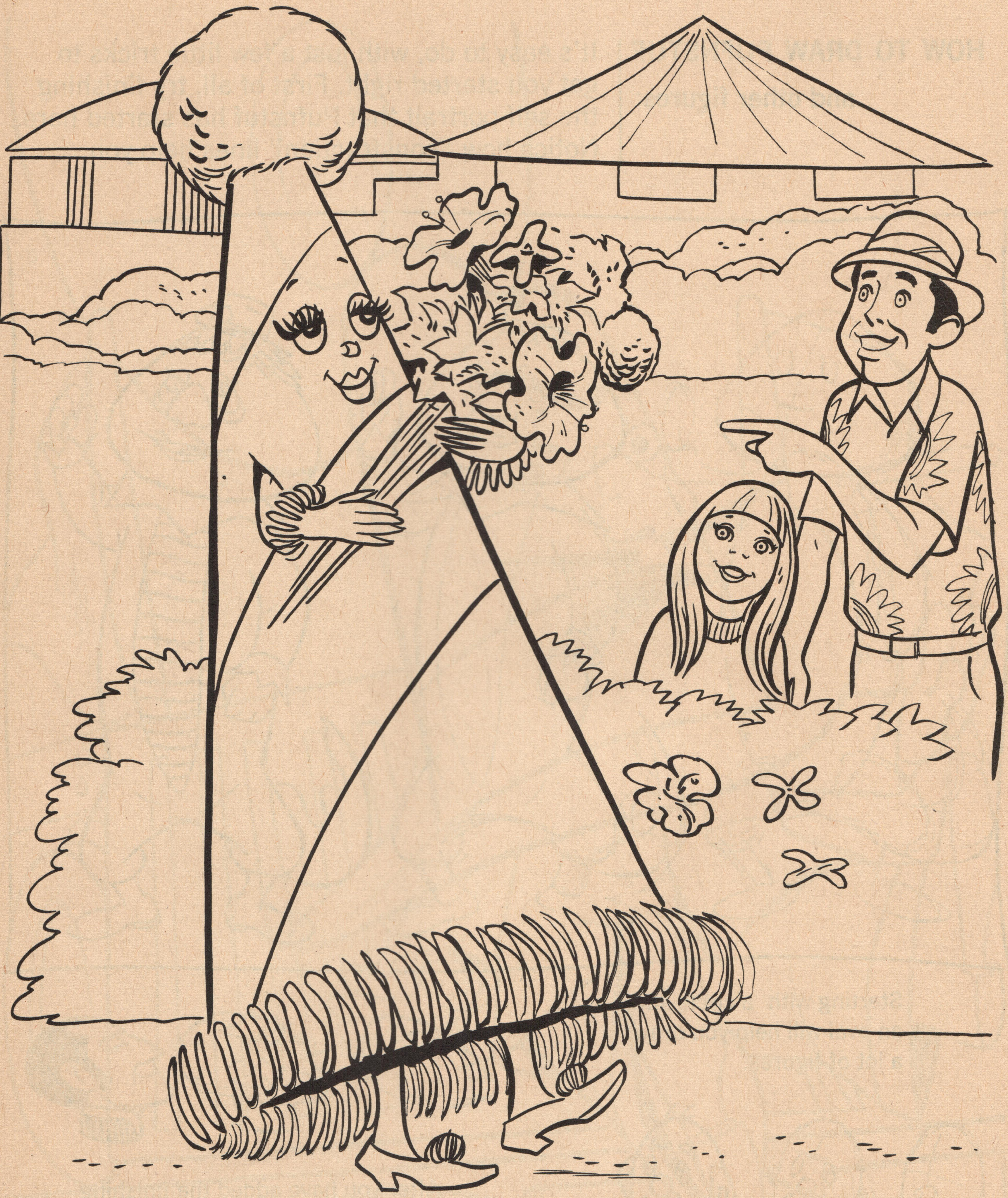
FIND THE TWINS . . . Can you find perfect look-alikes for Pufnstuf, Mr. Big, Colonel Poom and Mrs. Ring-A-Ding? Draw a line between each matching pair . . . but remember, they must look exactly the same.



Cling and Clang like the Runaway Mine Train, but both insist, "It's not mine–it's yours!"



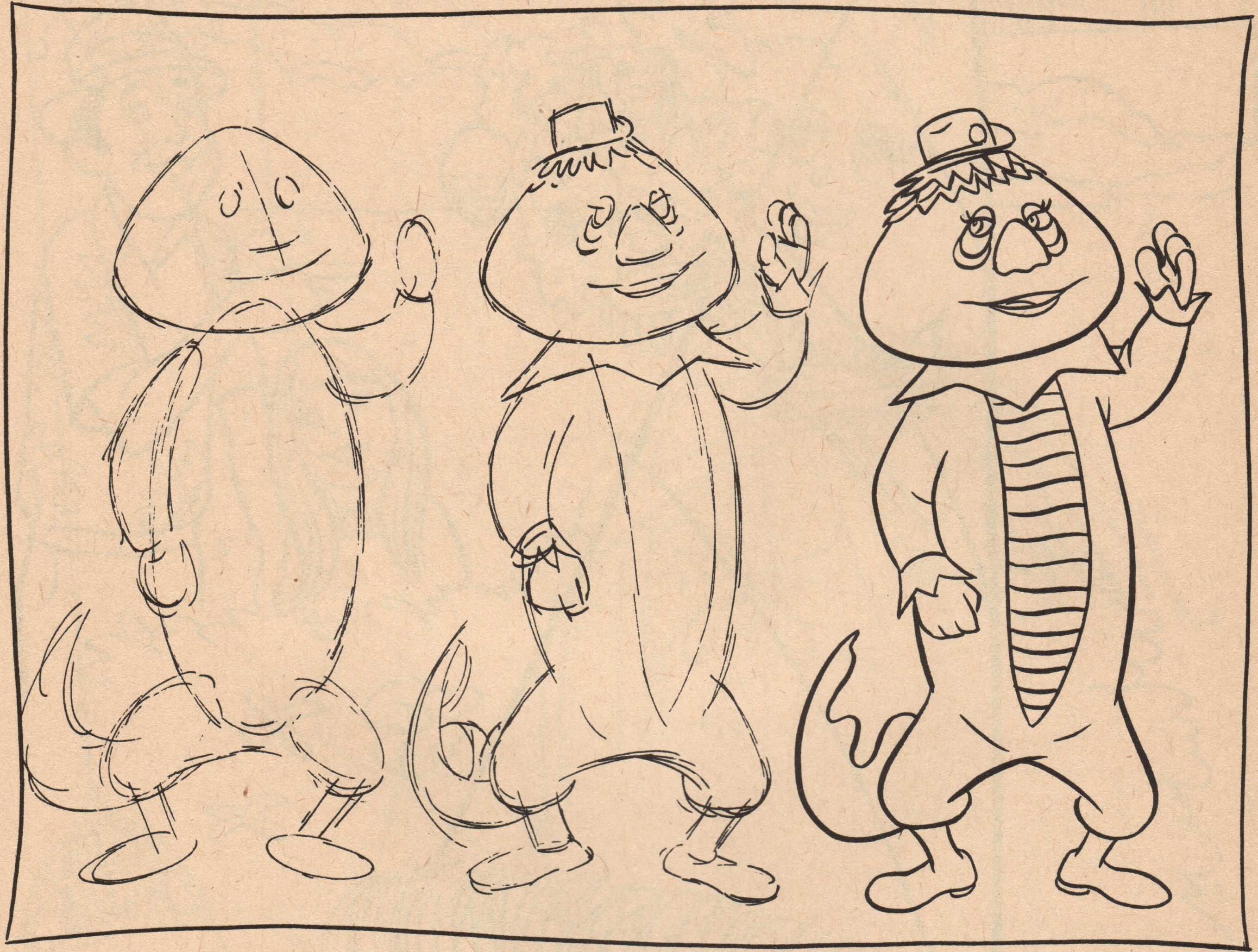
Please! Hurry! Finish the Sky Hook, so Cling and Clang will feel more secure!



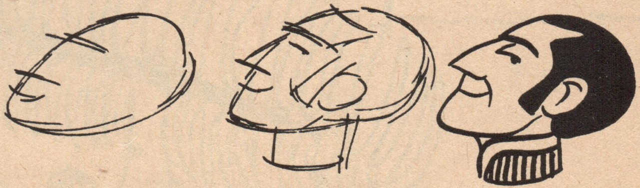
"Oh, the flowers are lovely," Mrs. Ring-A-Ding
sighs,"—almost as beautiful as yours truly, me, myself and I."

HOW TO DRAW PUFNSTUF and other figures:

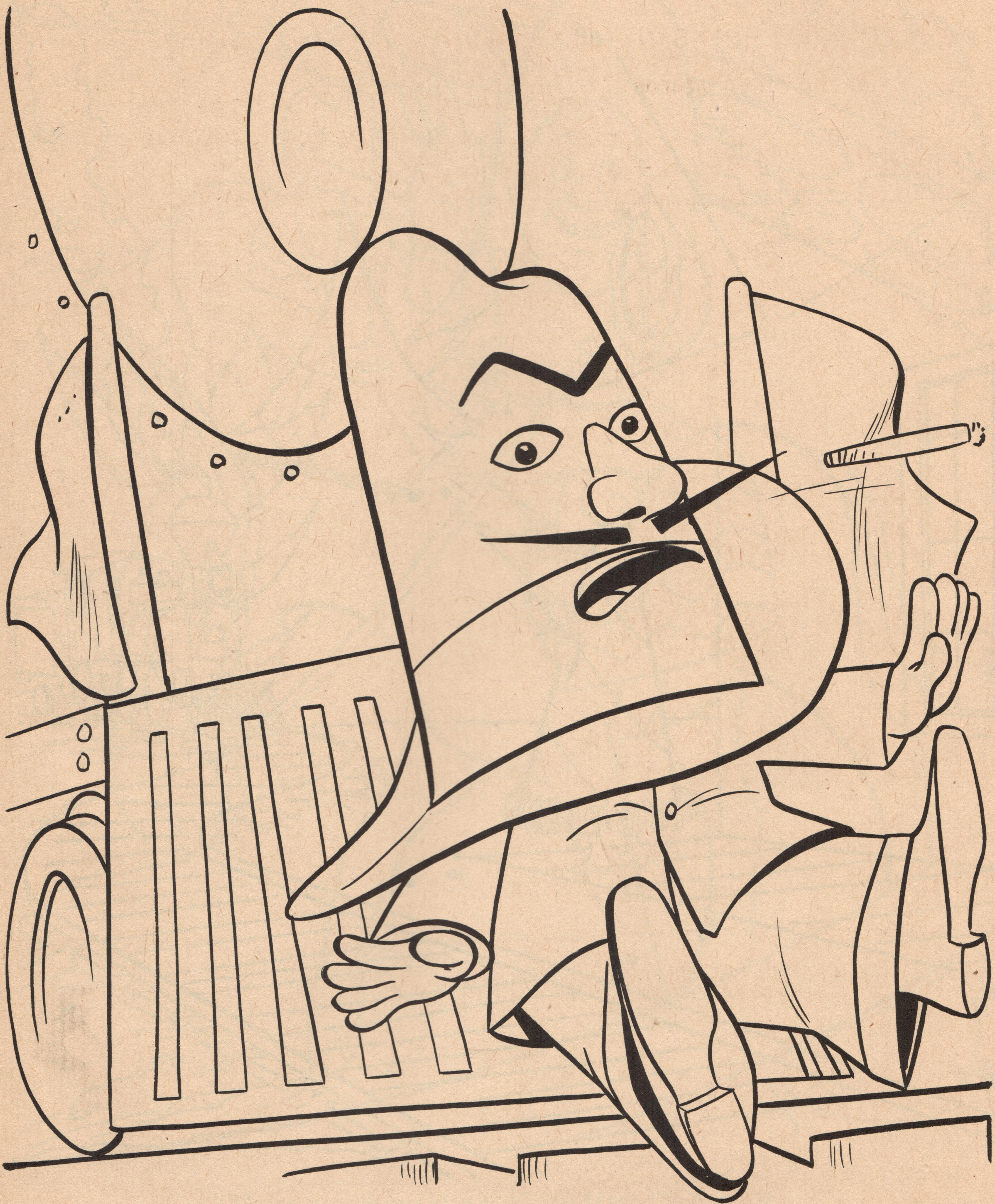
It's easy to do, with just a few little tricks to get you started right. First of all, try finishing the self-portrait that Pufnstuf has started here. Notice how "construction" lines help you.



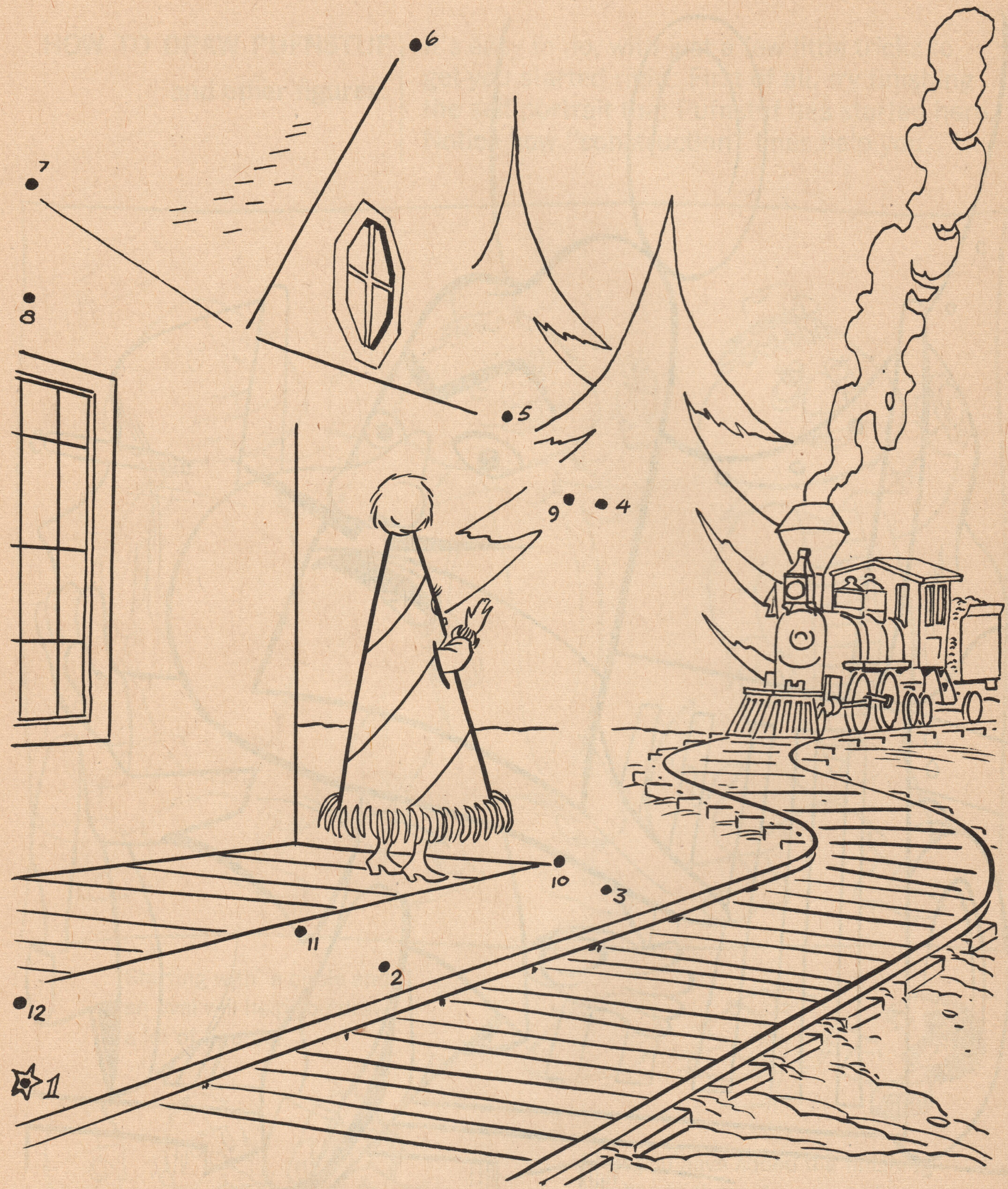
Starting with a circle and an oval will help you draw a lot of figures.



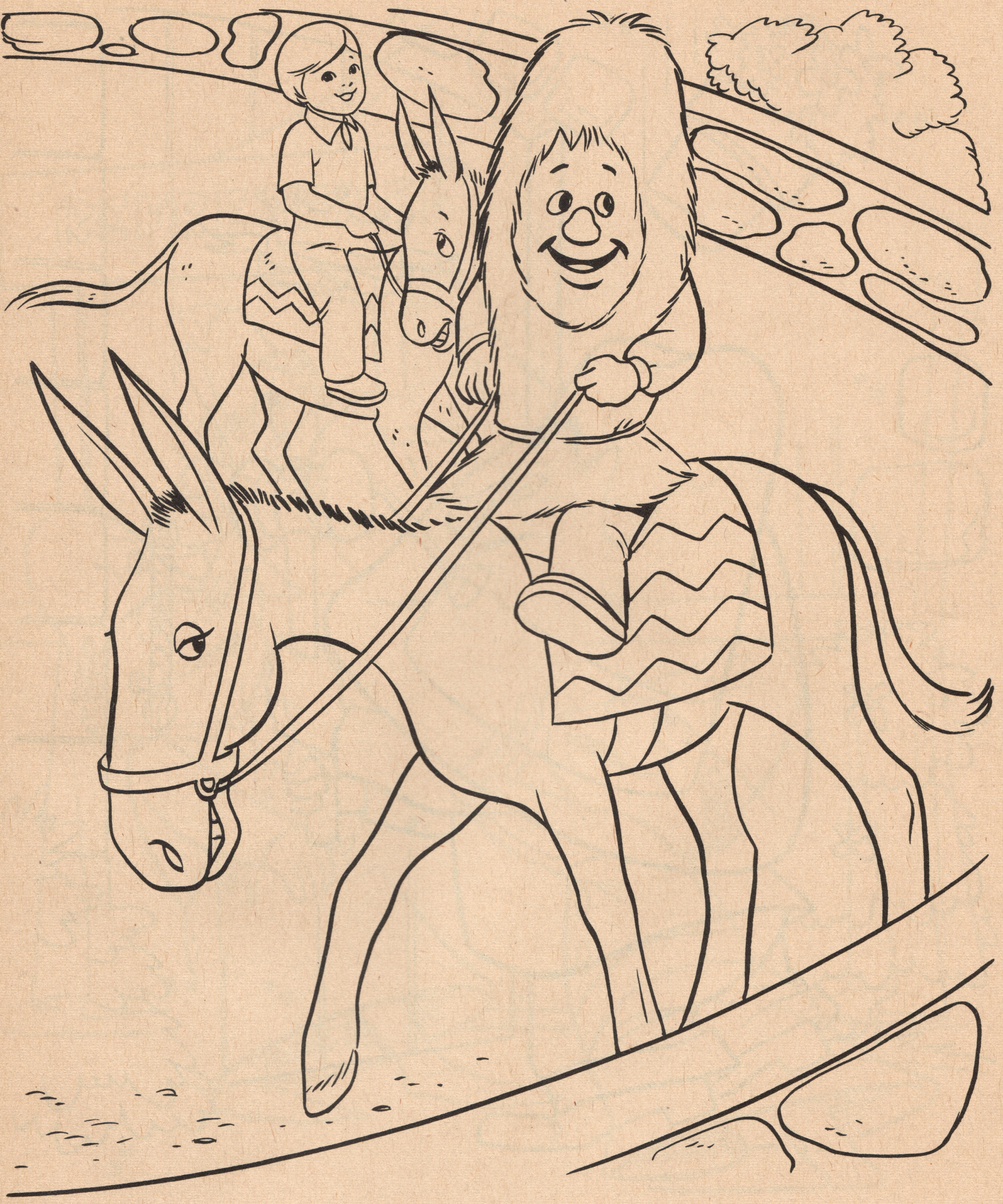
After you have added the finishing touches to these, try some of your own. Remember to use a light pencil for construction lines.



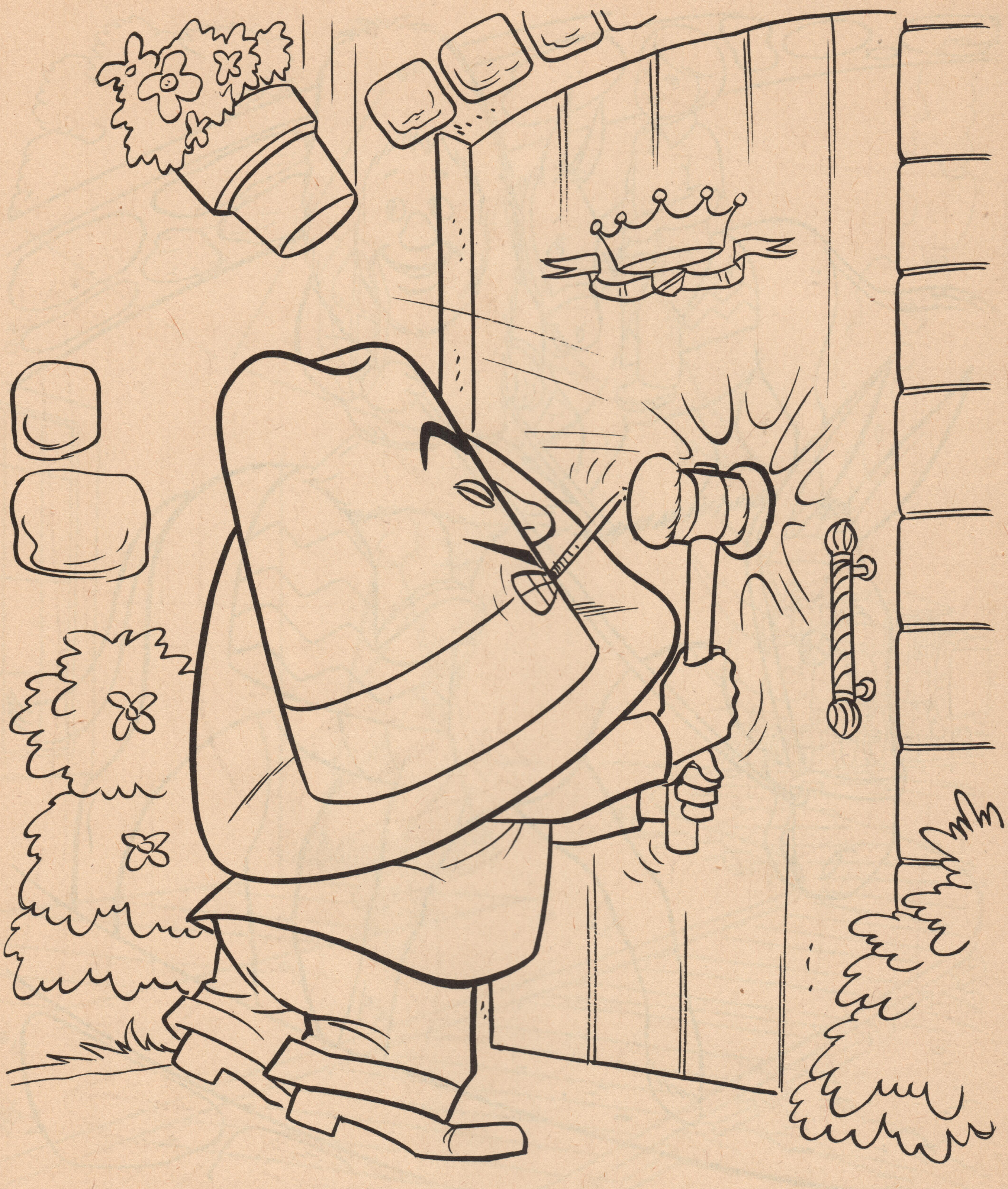
You can't blame a cowcatcher for catching
Mr. Big. After all, he is as mean as a bull.



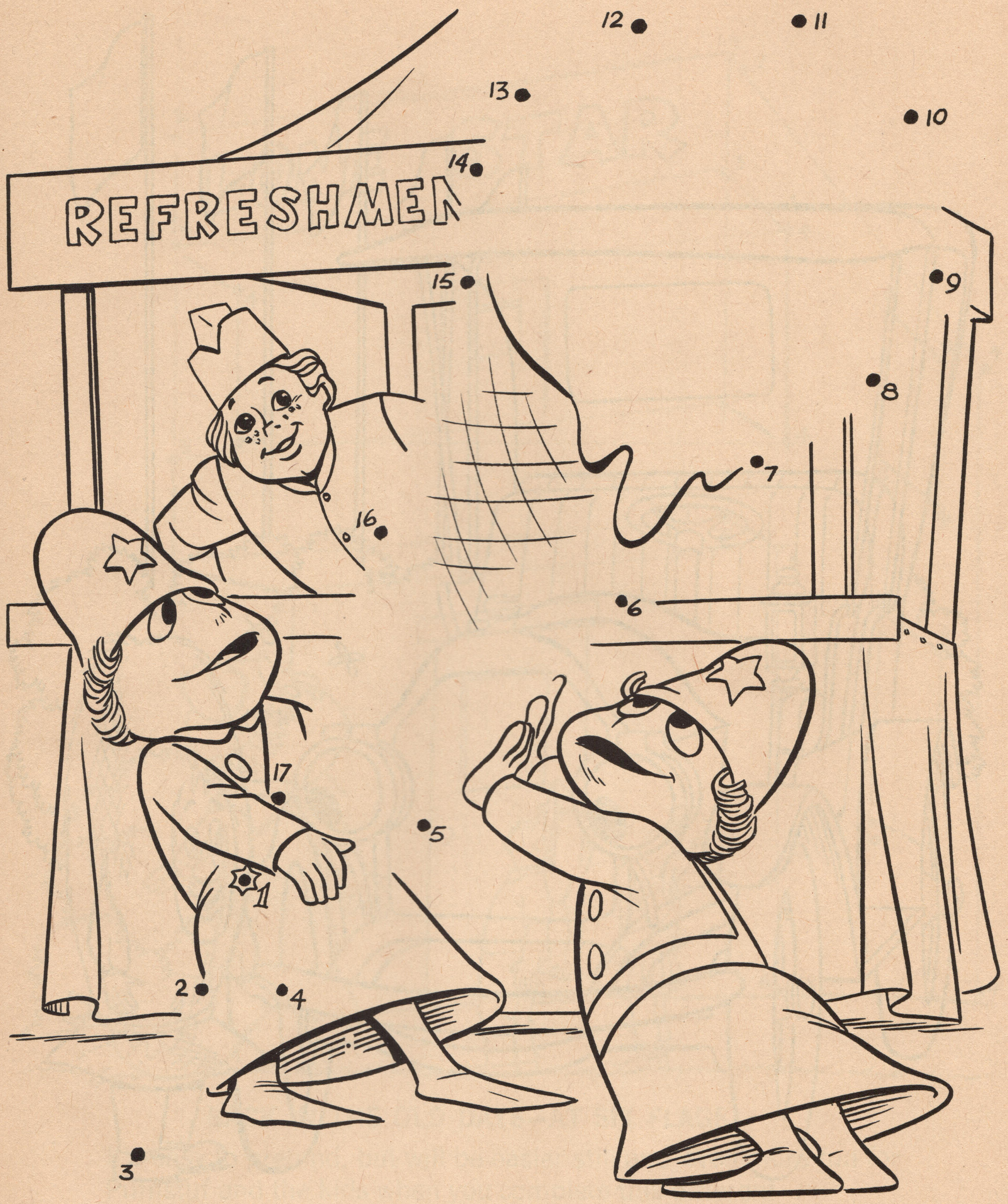
The SIX FLAGS Railroad Stations are easy to find—
except this one, that is. Can you find it?



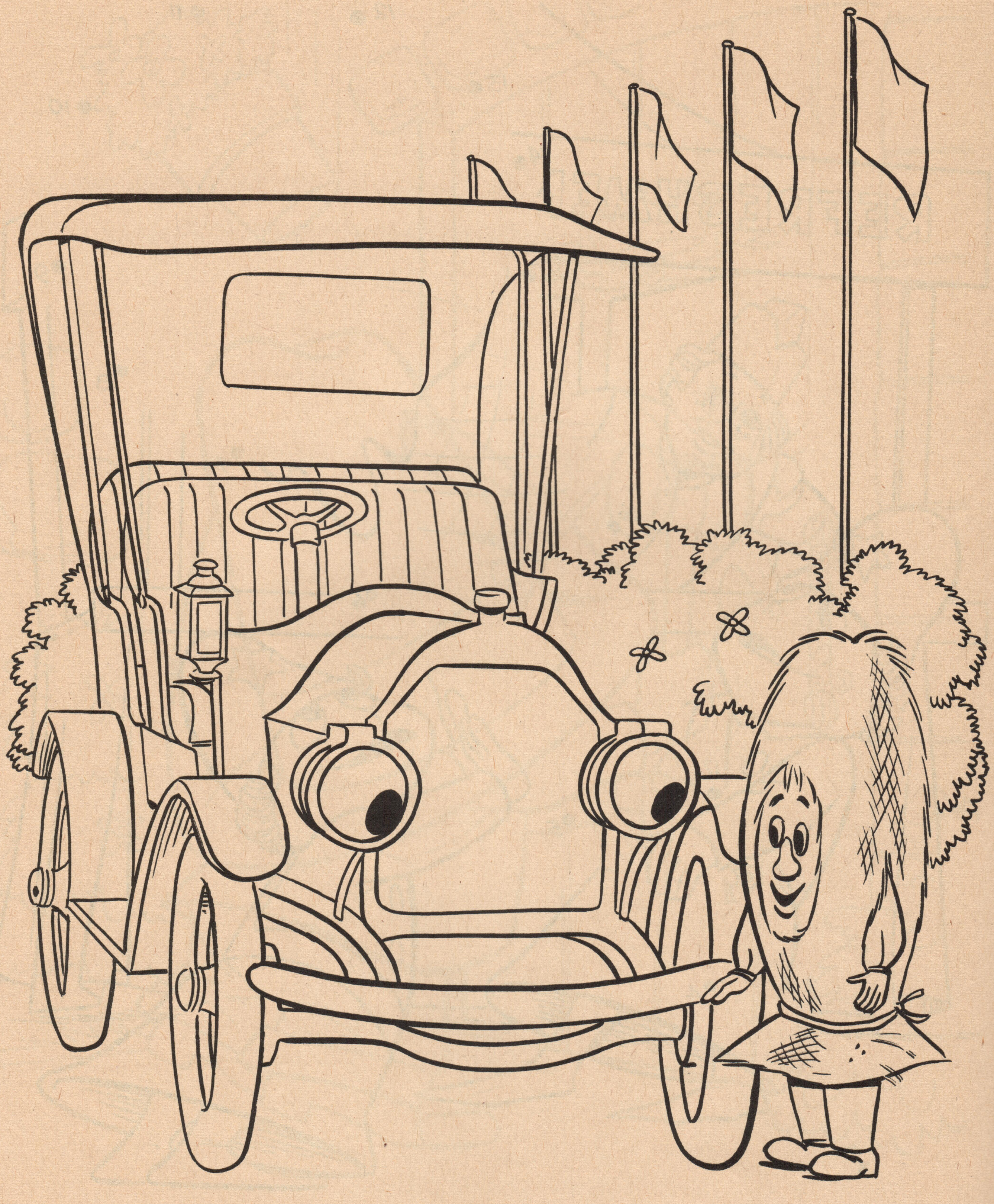
There's nothing like a merry Mule-Go-Round,
and Hiram Hatfield is willing to prove it.



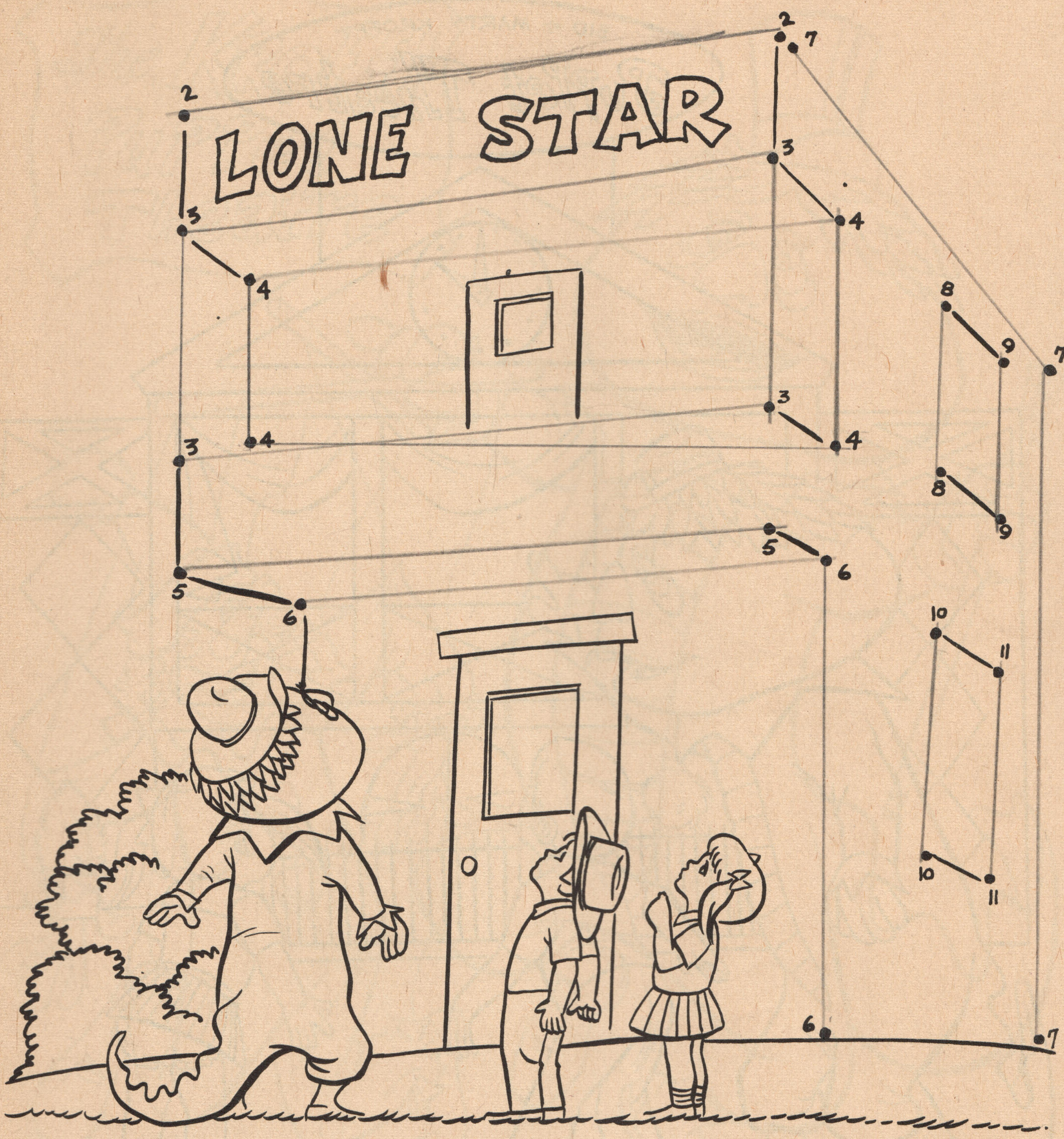
Those old timers really knew how to build a castillo
in the old days. Burglar-proof, even for Mr. Big.



Refreshments are always important. But what in
the name of SIX Flags have Cling and Clang bought?

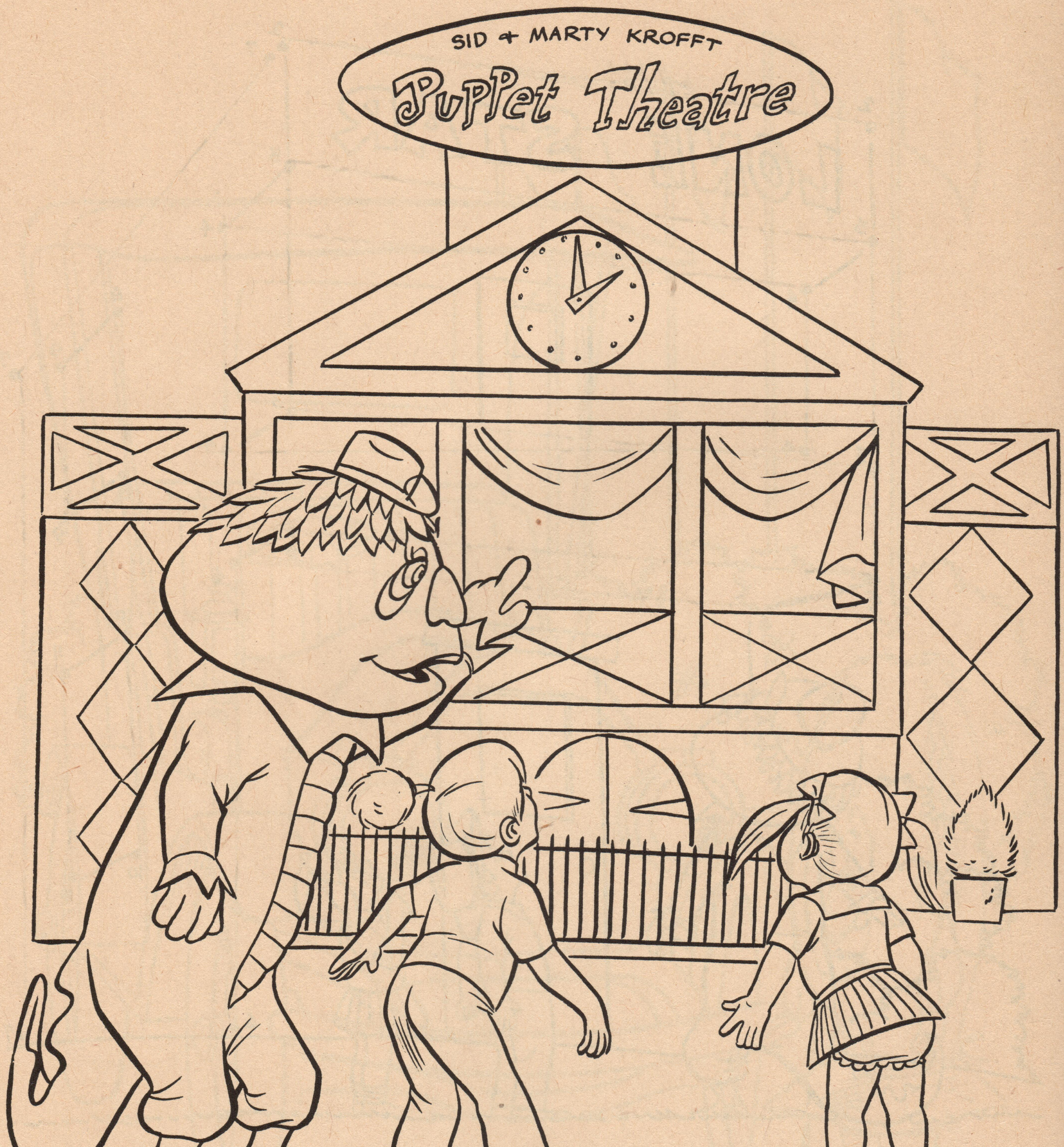


When you get to know an antique car, it
almost seems to have a personality.



BACK IN THE OLD DAYS—AT SIX FLAGS

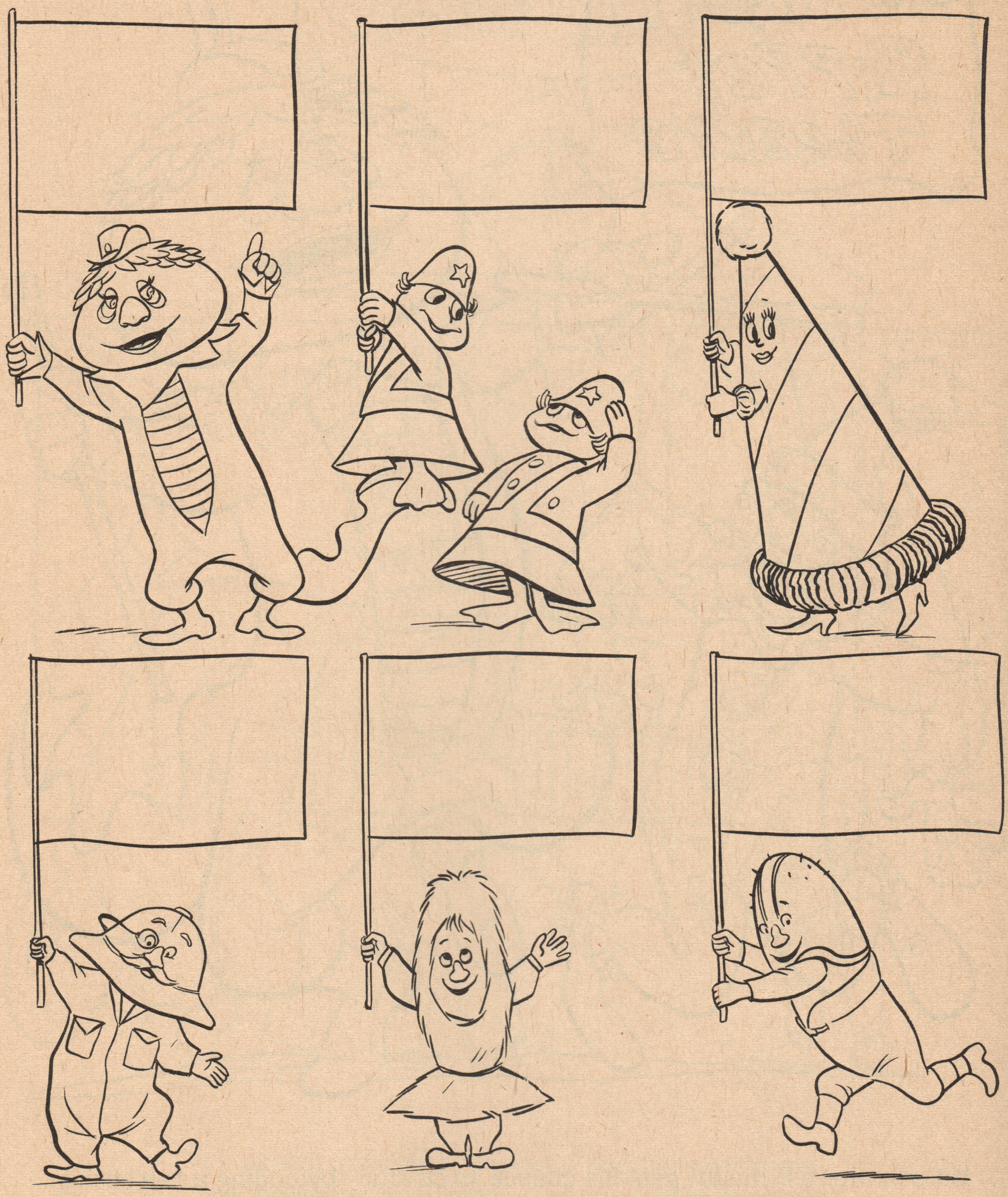
It's easy to pretend, but will be easier still and even more fun for Pufnstuf and the kids when you complete this different dot-to-dot puzzle. Simply draw straight lines between matching numbers and, last of all, add your own trimmings and colors.



"It's almost showtime!" Pufnstuf suddenly exclaims,
"The footlights are calling . . .or could it be the boss!"

Here is where Pufnstuf gets his chance to co-star—by pulling a few strings.

Now—can you fill in the SIX FLAGS?



HOW
5